NEW LOOK ZERO – GET IT OR REGRET IT!

zero



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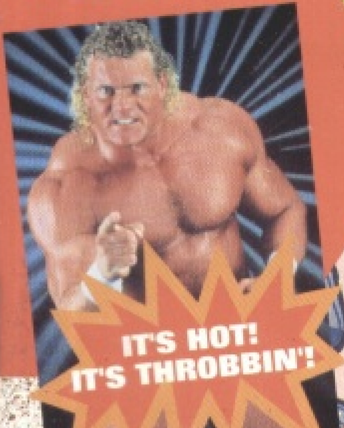
OVER FIFTY PIG-SUCKIN' REVIEWS!

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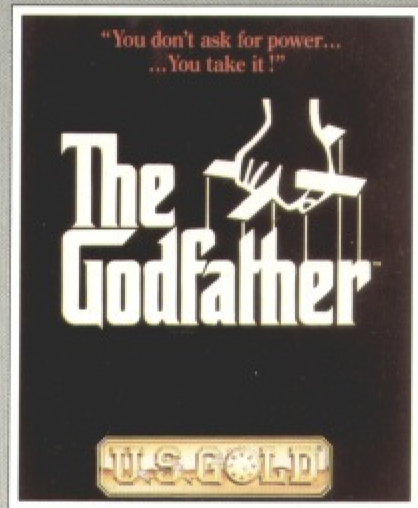
12 pages of tips inside!

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CONSOLES + AMIGA + PC + ST

ARE YOU READY FOR A ...

The Godfather™



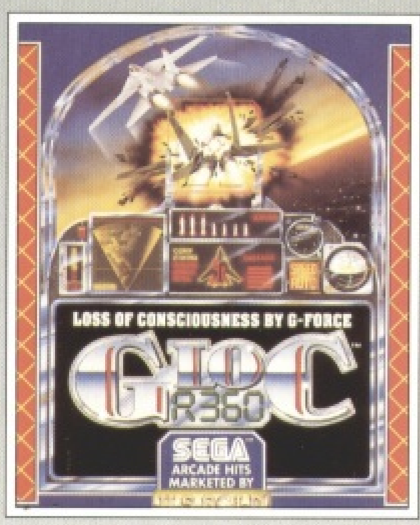
A computer adventure which captures the very essence of the Godfather trilogy, where Domination, Power, Wealth and Justice are all part of the game plan.

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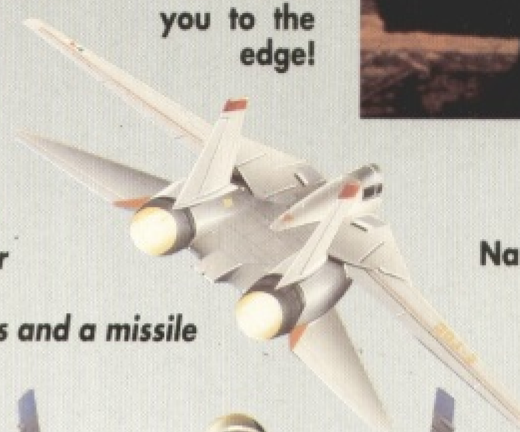
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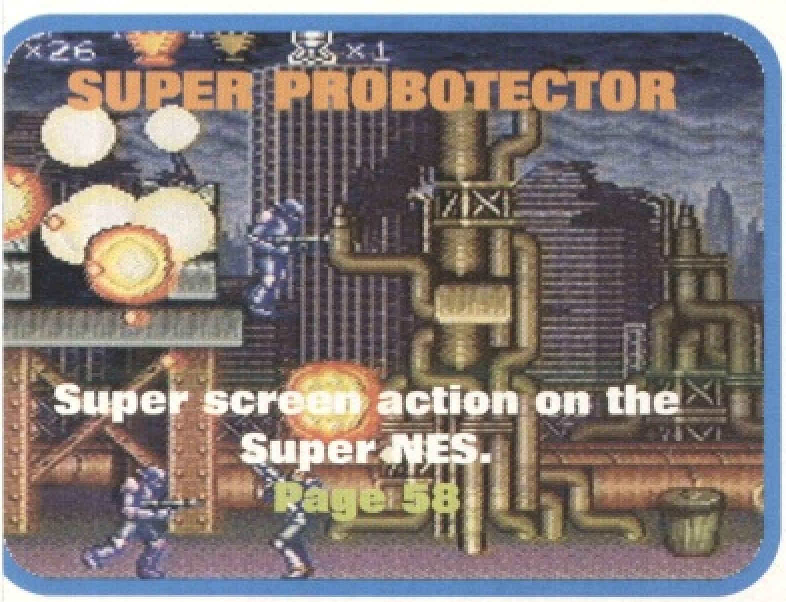
Indiana Jones™ and the Fate of Atlantis Action Game

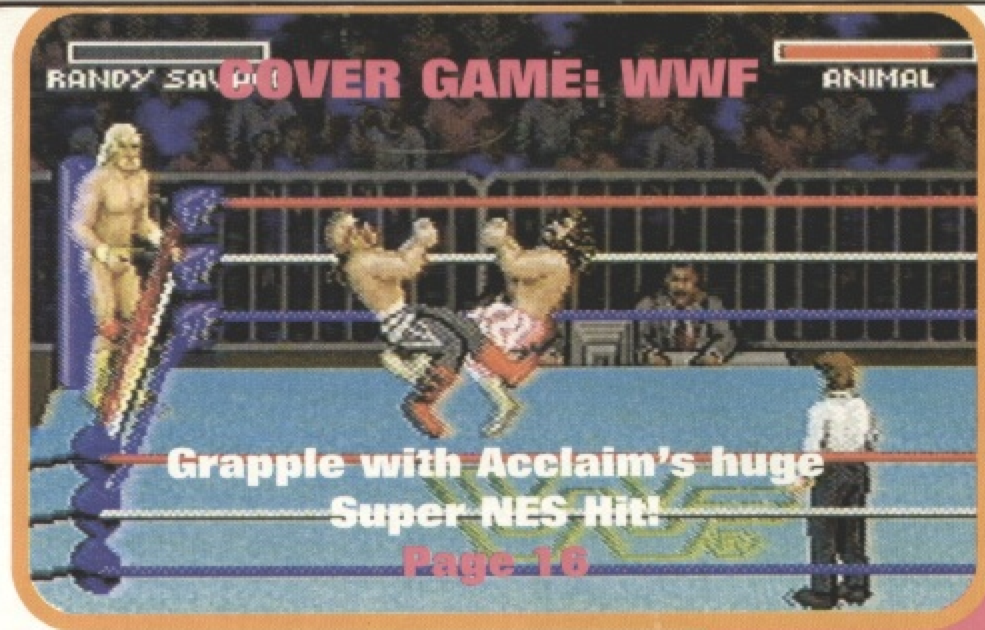
Nazi Germany has rediscovered the Lost Kingdom of Atlantis, and with it the formula to produce the ultimate bomb. Only one obstacle stands in their way - Indy!

- *9 lavishly detailed action packed locations.*
- *Dazzling 3D isometric world - click from one camera angle to the next.*
- *Awesome animation, music and sound effects.*

contents

REGULARS





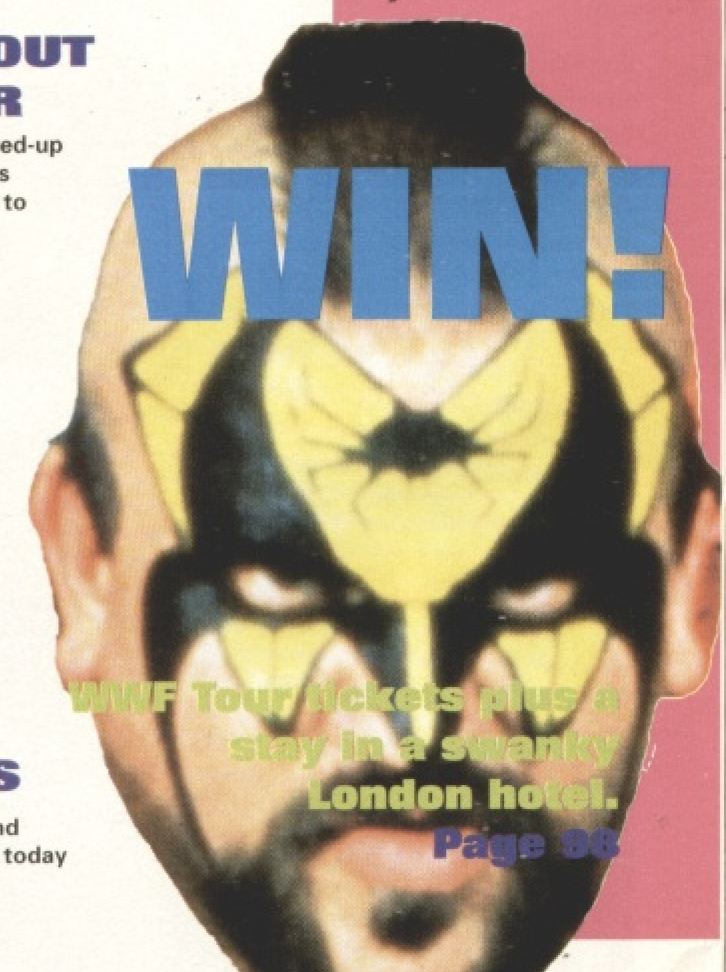
FEATURES



IT'S THE MUTT'S NUTS!

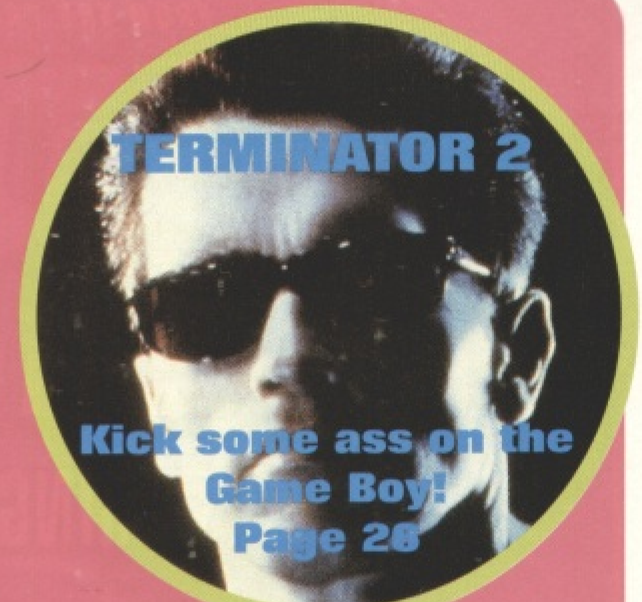
Look out for this logo. It's the prestigious ZERO Mutt's Nuts Award and it means, quite simply, that the game in question is, er... the dog's bollocks!





reviews

previews



hand jobs

KEY

MD - Mega Drive
A - Amiga
SN - Super NES
N - Nintendo
MS - Master System
PC - PC
ST - Atari ST
GB - GameBoy
GG - Game Gear
L - Atari Lynx



zero

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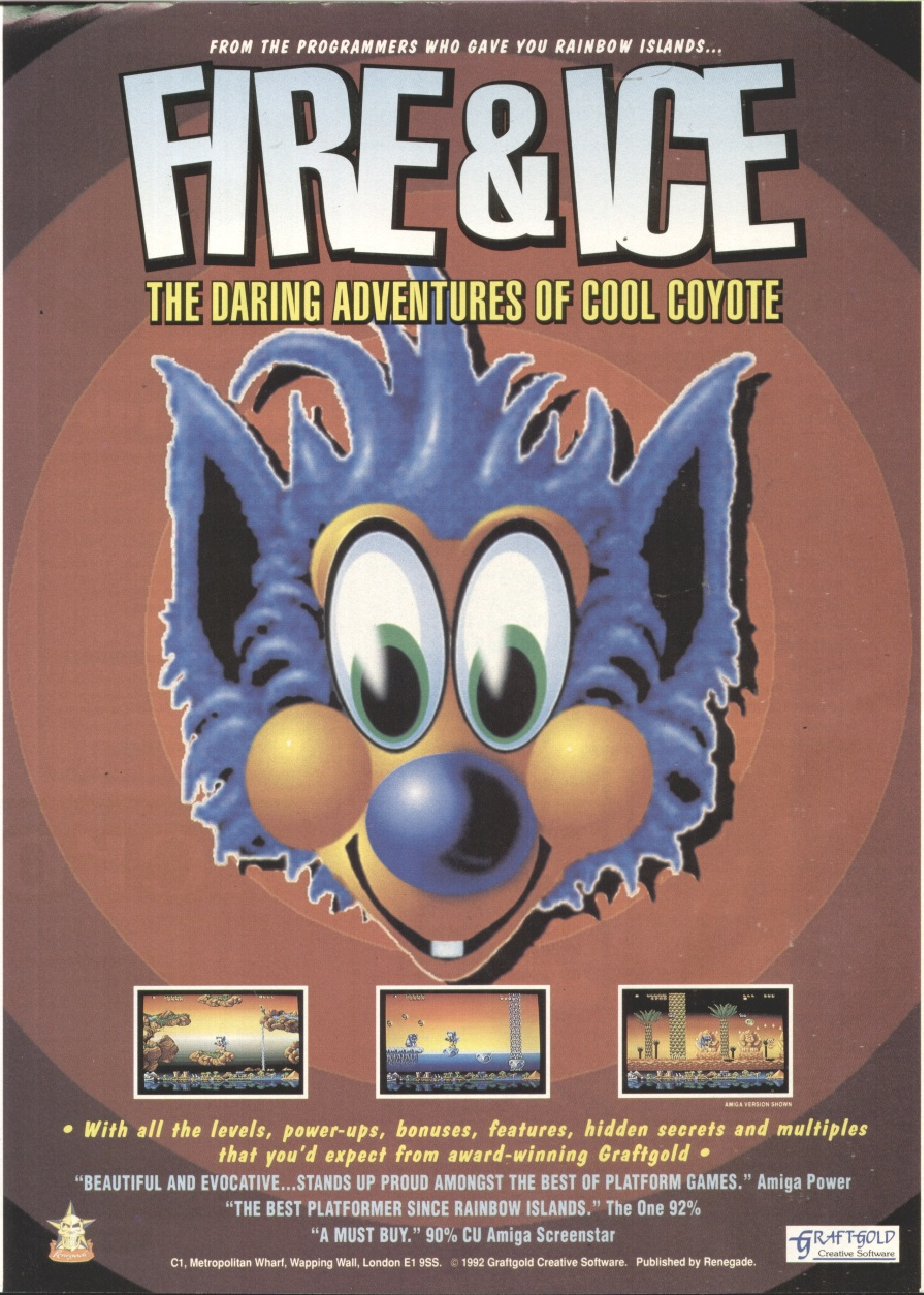
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IT'S A COMPUTER SHOW!

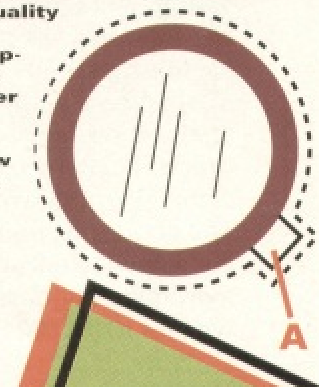
Yes, another one – this time it's the International Computer Show and it's due to be held at the Wembley Conference & Exhibition Centre. More than 180 exhibitors will be showing and demonstrating products aimed at maximising the full potential of the ST, Amiga and PC and – we were told – there will be a major emphasis on entertainment and leisure applications. That means? Games of course. Loads of the exhibitors will be showing off their latest software, and there may be a few bargains to pick up. There's apparently going to be quite a buzz on handhelds and consoles as well, so there's something for everyone. If you happen to be in or around London on the 10th, 11th or 12th of July (and you're not too skint to pay the entry fee) then why not pop along?

TICKETS: £6.00 on the door, £5.00 in advance by phoning 0726 68020

Welcome to SMAAART, the all new news section for the new look ZERO. Think of SMAAART as a sort of magazine version of *Tomorrow's World* – full of forthcoming attractions but without Judith Hann. As long as it's got something to do with the ST, PC, Amiga, Mega Drive, Master System, NES, SNES, Game Boy or Game Gear you'll read about it here first.

Do you fancy seeing the Smaaart logo in glorious 3D? Then how about making your very own 3D monocle? It's a piece of piss to construct if you follow these instructions...

1. Cut around the dotted lines and remove your 3D monocle frame from the page.
2. Attatch one end of a piece of string to tab (A) and then tie the other end around one of your ears.
3. Remove the semi-transparent wrapper from one of those 'hazelnut in the middle' Quality Streets.
4. Pull the wrapper taught and sellotape it over the frame.
5. Your 3-D monacle is now complete.

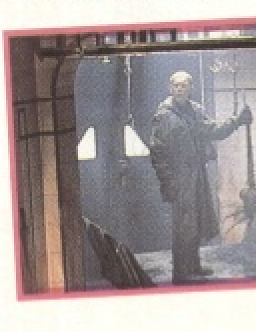


smaaart!



HUMAN STOMACH BURSTS OPEN TO REVEAL MONSTER!

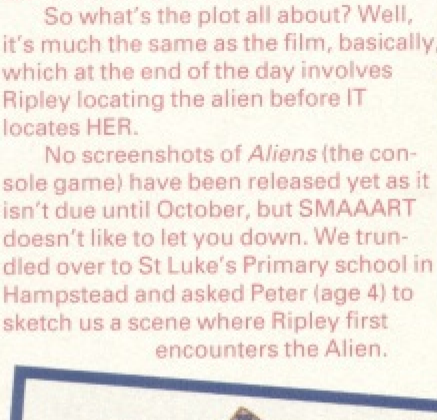




Well, someone's stomach will... at some point or another. Probably, anyway. We're talking of course, as if the pictures hadn't given it away already, about the forthcoming big-screen corker *Alien 3*, which will be coming to a cinema near you very soon. But the cinema isn't the only place it's coming to. Indeed no, by jingo, because it's also coming to you via the Master System, the Game Gear and the Mega Drive. Acclaim has the licence and Probe Software (coders of *Back To The Future* and the brilliant *Golden Axe* to name but two) are doing all the donkey work. It sounds as if the game might be rather spesh actually, as Probe intends to include graphics straight from the film, an atmospheric soundtrack and loads of chilling effects. There'll be loads of weapons, eight way scrolling, hopefully heaps of tension and it's worth knowing that 300 frames of animation have already been programmed for the Ripley sprite alone. That's a lot of frames.

So what's the plot all about? Well, it's much the same as the film, basically, which at the end of the day involves Ripley locating the alien before IT locates HER.

No screenshots of *Aliens* (the console game) have been released yet as it isn't due until October, but SMAAART doesn't like to let you down. We trundled over to St Luke's Primary school in Hampstead and asked Peter (age 4) to sketch us a scene where Ripley first encounters the Alien.



GAMES MASTER



"Hello, you sniveling, spotty little incompetent git. I presume you're stuck in a game, and I suppose that I, the Gamesmaster, will have to help you out..."

A VIEWER: "Eh? But you're no Gamesmaster – you're Patrick Moore, the astronomer!"

PATRICK: "Shhhhh. (Now bugger off, quickly, before I give you a solid backhander across the chops and loosen some of your teeth)."

VIEWER: "Thanks Gamesmaster... catch you later."

DALEK I LOAVE YOU

Alternative Software has secured the licence to not just one, but two of the BBC's best known TV programmes. So which shows are we talking about? *Schofield's Europe*? No. How about *Newsround*? Nope. *Press Gang*? Guess again, especially as *Press Gang* is an ITV programme. Then how about *The Oprah Winfrey Show*? Wrong, wrong, wrong... that's Channel Four. The actual programmes we're talking about – and we'll have to tell you because one of them is extremely unguessable – are **(a)** *Doctor Who* and, wait for it, **(b)** *'Allo 'Allo*. Blimey!

Now *Doctor Who* is understandable – unscary monters, time travel, the tardis, more unscary monsters – there's a lot of scope for an arcade adventure, a shoot 'em up or anything. But what on earth about *'Allo 'Allo*? What would you do if you got the 'Allo 'Allo licence? Throw it away? Still, who knows what Alternative has got up their sleeves? Expect to find out on most formats a little later in the year.



THE COMPUTER GAME OSCARS

The winners of the 1992 ECTS awards – the video and computer game 'oscars' – were announced recently. The awards were presented by Dominik Diamond, the geeky host of Channel Four's hugely popular *GamesMaster*. (He was on form as usual, and made eighteen joystick/willy jokes.) Do you want to know which games won which award? No? Come on, of course you do – you must be at least slightly curious. (*Oh, go on then. A Reader.*)

BEST CD GAME	**Sim City**
BEST PACKAGING	**3D Construction Kit**
BEST HOME PRODUCTIVITY PACKAGE	**Amos 3D**
BEST ART PACKAGE	**DeluxePaint IV**
BEST SOUND	**Wing Commander II**
BEST GRAPHICS	**Wing Commander II**
BEST ACTION GAME	**Lotus Turbo II**
BEST ADVENTURE/RPG	**Eye Of The Beholder**
BEST SIMULATION	**Railroad Tycoon**
BEST SPORTS GAME	**Jimmy White's Snooker**
MOST ORIGINAL GAME	**Civilisation**
GAME OF THE YEAR	**Lemmings**
GOING LIVE VIEWERS AWARD	**Sonic The Hedgehog**
BEST VIDEO GAME	**Sonic (yes, again)**
SOFTWARE PUBLISHER OF THE YEAR	**MicroProse**
BEST HARDWARE MANUFACTURER	**Sega**

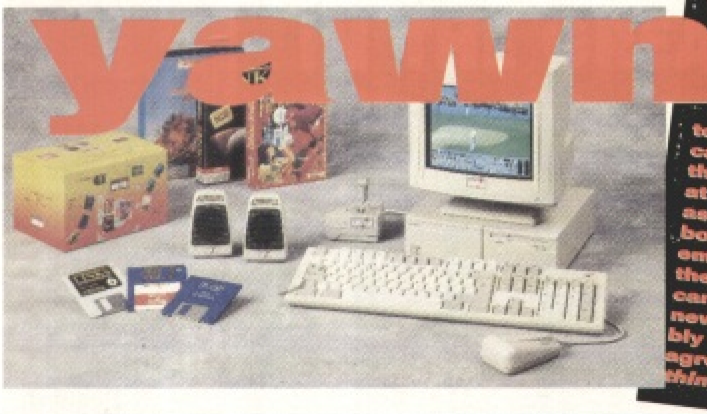


WANNABE SLIG

Of course you want to be slightly famous – everyone does. So how do you do it without forming some crap indie group? Easy... we've just received this fax:

"Sky TV's The Children's Channel, is planning a range of new programmes for the early teenage group this Autumn. One of these programmes, *TVFM*, is looking for one or two new presenters. One could be a ZERO reader! He or she should be between 18 to 25 and it doesn't matter if they've had no experience of television before. Personality is much more important than looks, but absolutely essential is knowledge of and enthusiasm for television, films, music and all other aspects of the interests of the 11 to 15 age group. We are holding an open audition at the end of June."





This is a picture of an Amstrad PC4386SX. For just under a thousand quid you get the computer (which hasn't got a 3 1/2" drive), the monitor, three games, a couple of speakers, a mouse, a joystick, and – according to the photo – a yellow cardboard box. See it there? It's sort of yellow at the top and gets redder as you move towards the bottom. It's probably empty though, because the three games obviously came in it. "What a boring news item," you're probably thinking, and we agree. Sorry. (*I should think so too. Ed.*)

NO NEWS IS GOOD NEWS

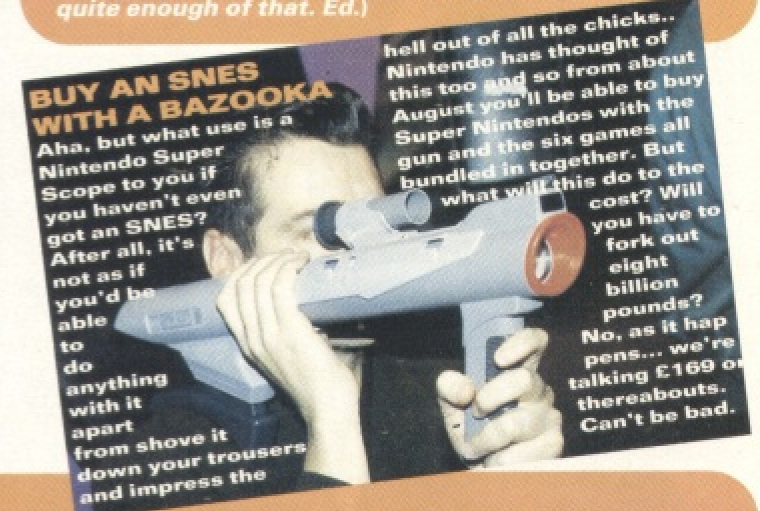


Seen Wayne's World yet? Eeeexcellent! Yes, of course you've seen it. (I haven't actually. A reader who lives on The Shetland Islands.) (Shut up. Ed.) Well, anyway, the news on the Wayne's World computer game front is that, er... um, it's that there isn't any news. No news at all. (Loads of news... NOT!) No-one seems to have gone for the Wayne's World licence and so there may not be a Wayne's World game. Even though the film grossed nearly $20,000,000 in the first two days of release in America, went on to gross $100,000,000 and looks like it'll do rather well over here too, there are as yet no plans to do a computer version. Eeeexcellent, we say. Why cock up a good film with what would almost definitely turn out to be a crap game? Party on! Bonus! Etcetera.

BUY A BAZOOKA FOR YOUR SNES

Come the middle of August, the humble joypad won't be the only thing you'll be able to plug into a Super Nintendo, because you'll be able to buy a bazooka as well. It's called the Nintendo Super Scope, and it's a two foot long light-gun which nestles on your shoulder – the six inch long crosshair sight on top is fully adjustable, and there are no cumbersome leads in sight as the whole thing's battery-powered.

But what use is a light gun to you without light gun games? After all, it's not as if you'll be able to load in *Super Mario World* and shoot Yoshi dead if he doesn't know he's being shot at. Well, Nintendo has thought of this and are including a pack containing six games. Six shooty games. Six bangy, bangy, blasty games. Six zappy, pingy, wooshy games... (*That's quite enough of that. Ed.*)



BUY AN SNES WITH A BAZOOKA

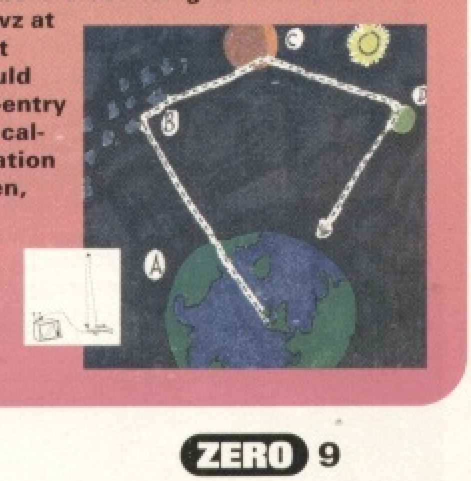
Aha, but what use is a Nintendo Super Scope to you if you haven't even got an SNES? After all, it's not as if you'd be able to do anything with it apart from shove it down your trousers and impress the hell out of all the chicks.. Nintendo has thought of this too and so from about August you'll be able to buy Super Nintendos with the gun and the six games all bundled in together. But what will this do to the cost? Will you have to fork out eight billion pounds? No, as it happens... we're talking £169 or thereabouts. Can't be bad.

IT LOOKS IMPRESSIVE BUT HOW DOES IT WORK?

Once you've plugged the Super Scope into your SNES and loaded up a shooty gun-game, you'll find that the console knows exactly which part of the screen you're firing at. How? We don't know, so we asked a mad German scientist.



A MAD GERMAN SCIENTIST SAYS: "It's all zo complikated. When you pull ze trigger, ze gun sends up its signal into space, into outer space – a radio signal. Zis signal bounces first off Mars, then off ze asteroid belt und zen off Venus before bouncing back to Earth und back inside ze gun. Ze gun knowz at all times ze time of ze year, ja? It works out where ze planets should be, compares zis data with the re-entry point of ze radio signal, does some calculations and then it communicates zis information to da console. You see an explosion on ze screen, exactly where you have aimed. Incredible, ja?

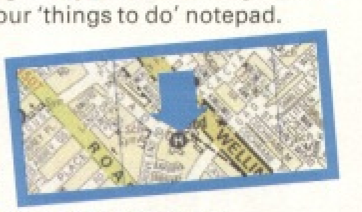


TRANSLATION: The tiny Super Scope receiver (which sits on top of the telly) picks up the gun's infra-red signal and tells the SNES where you're aiming and when you've pulled the trigger. Simple.

...GHTLY FAMOUS?

So there you go. Here's a brief summary of what you've just read:

If you want to be slightly famous you can be – and it doesn't even matter if you're as ugly as sin (after all, look at Dominik Diamond). As long as you're roughly 18-ish to 25-ish and you're enthusiastic, you could be on telly. Too good to be true? No, because it is true. You'll need to know where and when the auditions are though, so jot the following dates, times and places down in your 'things to do' notepad.

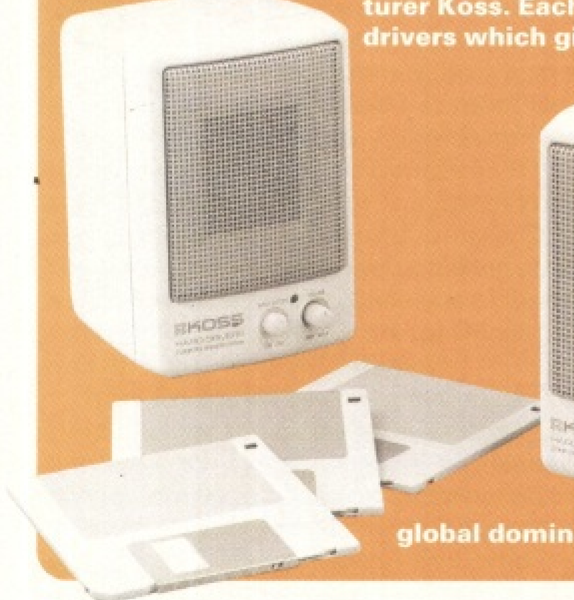


***TVFM* Open Auditions**
From 10.30am onwards on the 28th June, 1992 at Carlton Studios, St John's Wood Terrace, London NW8.
(For more info contact Yasmin Boland on (071) 240 3422)

If you're interested in this item, but don't know what's going to be expected of you at the audition then turn the page and read our How To Succeed At A TV Audition helpline...

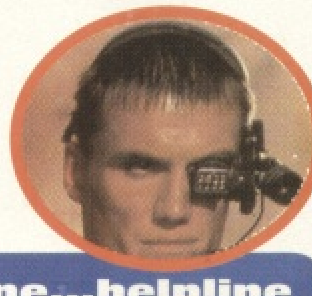
yawn 2

Okay, so these don't look very exciting. In fact they look like toasters. But they're not toasters, as you'll have gathered from the fact that there aren't any slots for bread. So what are they? Yes, you've got it: they're mini-speakers and they're from US manufacturer Koss. Each seven watt speaker incorporates two 3-inch dynamic drivers which give you a frequency response of between 50 to 20,000 Hz. Can't grasp the meaning of 50 to 20,000 Hz? Fair enough, then let's say they give you a frequency response from deep-pumping body-thumping ninja-bass to so-bloody-high-that-your-dog's-eardrums-will-explode and he'll have to be taken to the vet. Get the picture? Each speaker has separate bass and treble boosts as well as a volume control and the speakers can be powered by either batteries or an external six volt power supply. With these speakers you and your computer or console could one day rule the world. The cost of this awesome global domination? Just under forty quid.



Universal Soldier

Accolade has acquired the rights to a stonking new action movie - *Universal Soldier*. Set in the future, the film boasts one of the toughest collections of stars ever. There's Dolph (*The Punisher*) Lundgren, Jean Claude (*Cyborg*) Van Damme, and Tiny (*No Holds Barred*) Lister Jr. and together they play Universal Soldiers - actually dead soldiers resurrected and enhanced by biogenetics. This bunch is then pitched against a group of terrorists attacking the South Western USA! Accolade will be aiming to release the game on the Sega Mega Drive in time for the movies release this summer.



helpline...helpline...helpline...helpline...helpline...helpline...helpline

HOW TO SUCCEED AT A TV AUDITION

1. Be there on time, but remember that there are always loads of extremely annoying 'extra keen' people who'll have arrived three days earlier with their sleeping bags.
2. These events can often go on all day and sometimes well into the evening too, so don't forget to pack yourself plenty of sandwiches and a gun.
3. Be sure to wear something that really makes you stand out from everybody else (like a suit made out of large cardboard tubes, for instance).
4. Be 'vivacious'. Presenters are not hired to say things like "Er, well yes, um,". So ooze excitability. Pronounce words with gusto. (It helps if you're dying to go to the toilet.)
5. You may also be required to show that you can be deadly serious as well. If this happens, just think of Trevor MacDonald. Don't be too much of a smartass...
6. **Director:** What did you think of Edwin 'Thrusty' Trousersnake?
   Producer: What a smartass. Daft name.
   Director: Mmm... I'll cross him off then.
7. Remember at all times that people like Cheryl Baker and Nino Farento are TV presenters... this fact should do wonders for your confidence.
8. You're bound to be slightly nervous – but for heavens sake don't actually cack yourself. It will be spotted immediately.
9. If, when you've finished, the TV people say: "No thanks, you're not good enough," just pull out a knife and say: "Oh yeah? In that case I'll take a few of you bastards with me!" Then kill yourself before the police arrive.*

ANOTHER COMPUTER SHOW!

Yes, we've done one already and here's another, but this one isn't due until November. So why tell you about it now? Because it sounds rather skill, that's why. Here's what we were told about it: "It's to be called the Electronic Games Spectacular, and it's going to be a completely new kind of show in which visitors are encouraged to pit their wits against electronic wizards, fight inter-galactic battles with laser guns, fly 21st century warplanes and explore imaginary worlds. While retaining all the features of conventional shows – with stands covering all aspects of electronic games – the Electronic Games Spectacular will have a unique added extra... a massive hi-tech funfair"

Apparently there's going to be virtual reality akimbo, with flight simulators, multiple player combat games and... well, the idea is that if it's hi-tech enough, it's in.

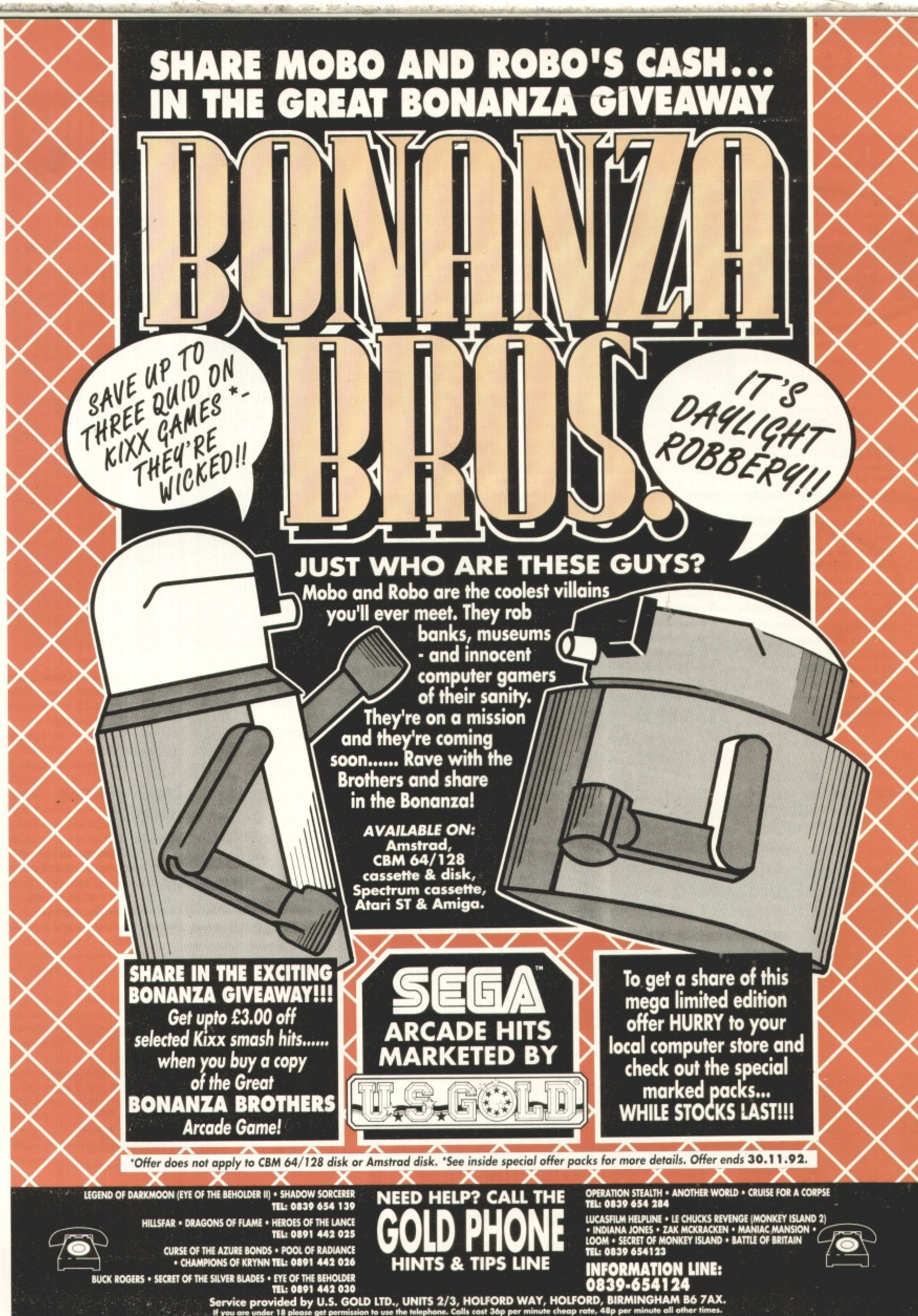




BATMAN RETURNS

The rights to the second *Batman* movie – *Batman Returns*, have been snapped up by Konami. The console and coin-op kings will also be bringing out floppy versions of the caped crusader. *Batman Returns* is scheduled for a November release on ST and Amiga. The movie should be out this summer, starring Tim Burton, Danny Devito and Michele Pfeiffer. Konami will also produce a NES, Super NES and Game Boy version to boot. Sega has the rights to produce the game for Master System, Mega Drive and Game Gear versions, while Atari will also boast a version for its Lynx. Looks like there'll be something for everyone.

*(Er, ignore that last bit of advice – and you don't need to take a gun with you either. Ed.)



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SAVE UP TO THREE QUID ON KIXX GAMES *- THEY'RE WICKED!!
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Oooooo-er! It's a brand new letters page. If you fancy seeing your name in print, drop a line to the Ed at: Ooooooo-er! It's A Brand New Letters Page, ZERO, 19 Bolsover Street, London W1P 7HJ. Anything we print will be rewarded with a handsome prize (well, a stonking ZERO badge at the very least). Star Letter winners will receive a special software prize and the vegetable of their choice! Don't forget to include your name and address, computer or console format and, of course, the name of your favourite vegetable.

STICKY PAGES

Dear Ed,
Having bought ZERO since issue five, I must complain about the lack of coverage of the beautiful Jane Goldman. Apart from Amaya Lopez, all we get each month is a bunch of ugly old spotty-faced farts. So please, can we have more of Jane (a centre-page spread would be nice). Also Ed, could you use your superhuman powers to get me Jane's autograph (phone number and any other details would be appreciated).
John Earl,
Birkenhead.

Ugly old spotty faced... ?! And I suppose you look like an oil painting, John, Earl of Birkenhead? If you send me twelve signed and sworn testaments to this effect, I might (just might) give Jane some more exposure. (Blimey!) **Ed.**

WORRA WANKER

Dear Ed,
I started reading ZERO back in June '90 and as yet have not missed an issue. For some time now I have eagerly awaited the arrival of a game by Titus called *Commando War*, which you previewed back in issue nine. Since then, the only other information I have seen on this game was another preview in issue eleven of ZERO, which stated that seven update disks were to be made available in January '91. Could you please tell me if I missed the release of this game or if it hasn't yet been released?

Also, while reading the last issue of ZERO (issue 31 – May), I happened to come across a letter by Ian Freely, headed 'Pile Of Old Jobs', which stated that ZERO was crap. Anyone who thinks that must not be able to read and should be shot. What a wanker.
Paul Harries,
Cardigan, Wales.

Blimey, we were as chuffed as you were to hear about *Commando War*. We thought it sounded like the Mutt's Nuts. Unfortunately, Titus decided the project was far too ambitious for a humble floppy, so the game has been plonked on the back-burner for the time being. If it ever sees the light of day, it'll be more than likely in the form of a CD-ROM title. **Ed.**

LED IN THE HEAD

Dear Ed,
Was anyone else sad enough to watch *Treasure Hunt* on the 24th of March? Annabelle was sent to 'Ledbury'! It was in Oxfordshire (Oxon) or some other sassenach place. Is there no stopping the fiend? He's even got his own town now!

Last night I had this really weird dream where I wrote to ZERO warning them about the Ledbury Reich and you sent me this totally smart T-Shirt and a lock of Amaya Lopez's hair! Then, when I woke up, this letter was on my pillow. Spook!
David Cairns
Midlothian.

Oh woe! The Ledburys – they get everywhere, don't they? If we sent locks of Amaya's hair to all you depraved geezers who write in asking, she'd be as bald as a proverbial coot. **Ed.**

NOW THAT'S LOGIC!

Dearest ZERO,
Aha! The game, as it were, is up. 'Magazine Of The Year', you claim to be. But a quick glance at the tellybox reveals *Radio Times* to also be 'Magazine Of The Year'. Therefore, ZERO is *Radio Times*, and vice versa. I tried this logic on the long-suffering person behind the till at Smiths, and tried to get ZERO for a very small price, but unfortunately they were shut and nothing amusing happened.
Yours etc,
Kev 'Stoats? Stoats? I ordered Dolmades' Davis,
Burton Upon Trent.

What's a Dolmades? Martin thinks it's some kind of Greek starter. Is it? Answers on a postcard please **Ed.**

TALK OF THE DEVIL

Dear Ed,
I have been reading your magazine for some time and am still overwhelmed by the humourous, top quality reviews, previews and (most of all) your extremely helpful tips and

star lettuce

Dear Ed (and chums),
Here is a Little Gem for your lettuce page. Well, there's two Little Gems actually. Bye,
Ludwig Ledbury,
Wantage, Oxon.
PS I'm sorry, but you have been over-using the 'lettuce/letters' joke quite a lot, so I thought I'd better teach you a lesson. Lettuce hope you learn from this valuable lesson.
PPS It's going to get a lot worse than this, matey. I'm not going until my requests are met.



Iceberg you think you're being clever, Ledbury, but if this is the Cress you can do, you'd better Radiccio your plans to become an international wit. And let's face it, you don't get a Lollo Rosso of them to the Round. Better take a Chinese Leaf out of our book Cos you've got to get up Curly Endive in the morning to catch us out, ya big Frissee. Ed.

CRAP RAP

Come along readers, come along chums,
Send in your missives, get off your bott-ums,
It's the illin' thing to do,
you won't beieve your eyes,
And if you get it printed,
you could get a rather smashing prize.

***yes it's crap isn't it? If you can do better, drop a line to Crap Rap at the usual address.**

CRAP SWOPSHOP



Dear Ed,
"Give, give, give. Is that all the poor Ed does?" I thought to myself while pondering over the facts of life. "How about 'Swop, swop, swop'!?" I thought next – for is it not the giving rather than the recieving (or spelling) that matters?

So here's the deal. A cool, fab ZERO T-Shirt and a badge in return for the enclosed amusement-bringer and probably a couple of copies of *Vamp* fanzine. In this way, we are both giving (try not to think about the receiving part) and we shall both be happier in our souls. Yours givingly,
Neil Moir,
Ornkey, Scotland.

What a brilliant idea, I now declare the ZERO Crap Swopshop open – on offer this month is this trendy boxing novelty. Who wants to swop? Send in your toys and what have you to: Crap Swopshop at the usual address.Ed.

cheats!!! But after saying all this, there is always room for improvement –I have made a list of what I think you should do to improve the magazine.
1. Trash *Yikes!* – no-one reads it.
2. Merge *Adventures* into *Crystal Tips* somehow.
3. Gather up the pages that you would use for *Adventures* and *Yikes!* and make a Game Index – a list about four to six pages long. This could be arranged as a column affair, consisting of a short review and a mark out of five at the bottom.
4. Furthermore, how about a decrease in paper quality and an increase in pages – even if you don't ditch your quality, I don't mind forking out a bit more dosh!!
5. And finally, it would be nice if you could give us some longer, more in-depth reviews, as I can 't help but feel that your reviews are only a rough outline. Other mags seem to have reviews covering up to four pages with hods of screenshots and example shots of gameplay.
Yours,
Robert 'Felix' Howerd,
Bagshot.

Well, it's a funny old world isn't it, Bob? You seem to have seen a secret blueprint of the brand new ZERO. Let's see if your Mystic Meg talent really matches up...
1. Yep, *Yikes!* is no more (but we have got *Smaaart* instead).
2. You've got us on this one too!
3. Well, we don't actually have a Game Index as such... but after we've given you the complete set of the special pull-out A-Z of cheats, we'll start a 'pull-out and keep' Buyers' Guide section, pretty much as you describe.
4.Yep, we're getting fatter too. But as for quality, we hope that'll stay the same. (The new paper's smart too!)
5.Well, reviewing has always been the name of the game, and we'll endeavour to bring you as in-depth a treatment as you could hope. What we try to do is balance the amount of space we can devote to each review against the total number of reviews we can bring you. Why not write to us once more and tell us what you personally think of the brand spanking new ZERO? **Ed.**

CHAIN MAIL

This is a brand new ZERO box. It's called Chain Letter, and this is how it works. You write in to us asking a question. We print your letter and endeavour to answer it. Say you want to ask top programmer Archer Maclean how many lines of code there are in Jimmy White's Whirlwind Snooker r then we'll jolly well ring him up and ask. Then we'll print his answer and, in turn, give him the opportunity to ask you a question. One of you can then write back with an answer and pose another. Are you beginning to get the drift? Drop us a line to: Chain Mail, ZERO, 19 Bolsover St, London W1P 7HJ. Remember, this time you'll just need to say who you'd like to question and what you'd ask them. From next month, you'll need to answer the question posed in the issue, then pose a question for someone else. Remember, kids – ZERO does not condone chain letters, and would seek to discourage you from getting involved in them. Er... mind you, our Chain Mail is different. If you break the chain, we will trace your address, using DNA fingerprinting and send Grouty McGrout round your house for the weekend.



speccy twat

A techy problem shared is a techy problem halved, as the old saying goes, and this is the place to write to if you want all your little foibles bisected. Yep, you could do no worse than drop a line to our very own bespectacled blunderboy, the Red Adair of the computer industry – Speccy Twat. Remember – send your techy troubles to: Speccy Twat, ZERO, 19 Bolsover Street, London W1P 2BP. We'll send a lovely prize to any we print.

Dear Speccy Twat,
I just received the May issue of ZERO and I noticed a letter asking if there was an emulator available for the A500 Plus to run normal A500 software. You can, in fact, buy a Kickstart 1.3 ROM chip and a Sharer Card that allows you to share this chip with the Amiga Plus 2.04 Kickstart, and lets you switch between the two, thus allowing you to run 2.04 and 1.3 software.

You can buy the sharer card from Phoenix for £24.99 and Kickstart 1.3 for £39.99. It is a lot to pay, but if you really need to run 1.3 software, it would be worth your while. You can get in touch with Phoenix on (0532) 311932.
Ian Carnaghan,
Northern Ireland.

Thanks very much for that, man. You've saved my bacon this month. Make yourself a nice cup of tea as a treat from me. **Speccy.**

Dear Speccy Twat,
How do I connect my Amiga to my friend's Amiga for head to head frolics in *Stunt Car Racer*?
Arthur Penis,
Aldgate.

Oooh, lovely – I'm really in my element now. What you need is a null modem cable, available from all leading computer stores. **Speccy.**

SPRING CLEAN COMPO!



win!

£££MILLION$ OF POUND$£££ OF AMIGA, ST AND PC GAMES*

'A tidy office is an efficient office'

That's our motto here at ZERO... well, that and 'If you pay peanuts you get monkeys'. Anyway, right now, the backstreet sweatshop that serves as the ZERO office is more in need of a cleanout than Colombo's wardrobe.

Now that ZERO'S sporting a new look, it's all the more important that we get rid of all the old crap. We've got three big software cupboards packed with more hot goodies than Bob Holness' pants. Amiga, ST and PC, there's tons of it – it's like software heaven! And it's all got to go – we're all rolling up our sleeves, donning our marigolds and clearing out the lot.

Here's where you come in. It's no secret that we at ZERO love our readers, and we mean LOVE, in a real, physical, messy kind of way. So rather than waste dosh on a skip, we've decided to play Mr Generous and give away all our spare games. That's right – WE'RE JUST GOING TO GIVE THEM ALL AWAY!

We're bundling together a heap of exclusive goodie bags – each containing armfuls of software and any old bits of tat – sorry, pieces of priceless ZERO memorabilia – badges, mouldy old coffee cups, Amaya Lopez's corn parings... that sort of stuff. It's a complete lucky dip – you might end up with Robocop 3 and one of Bloggo's photocopy-selfportraits of his buttocks, or you could get a copy of *North And South* and that unclaimed truss which turned up after the Christmas party.

All you have to do is fill in the coupon (right), telling us why you think you deserve a shitload of goodies. It may be that your partner has recently suffered a nasty industrial injury but your love is winning through, or because you're a natural redhead with a zest for life! Pop the coupon in an envelope and mail it to us marked: SPRING CLEAN COMPO, 19 BOLSOVER STREET, LONDON W1P 7HJ.

*Well... nearly.

My name is: ______________________

____

I deserve a shitload of goodies because:

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Please, please bundle up some games for my Amiga ☐ ST ☐ PC ☐ and send it to the following address

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Please do/don't* bother with any of Amaya's corn parings.

*Please delete as appropriate

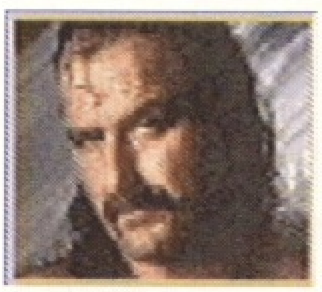
WWF

DUNCAN MACDONALD thinks that American wrestlers are a bunch of tossers*, so we threw him into the ring with Acclaim's WWF SUPER WRESTLEMANIA and stood back to watch the carnage...



SUPER WRESTLEMANIA


THE UNDERTAKER


THE SNAKE


SID JUSTICE


ANIMAL

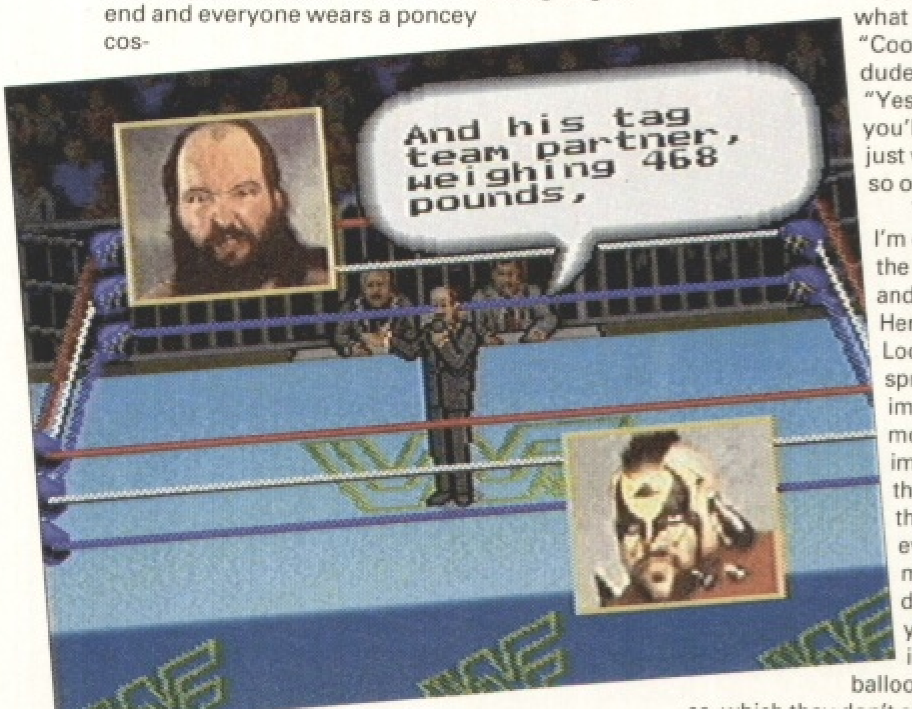

TED DI BIASE

SUPER NES

So what do you need to know about wrestling? It's all dead camp and it's all fixed – like a pantomine, in a way. In fact, the nearest thing to going to a wrestling match would indeed be to go and see Christopher Biggins and Cheryl Baker in *Cinderella*. *Cinderella* may not be as violent an extravaganza, but you know how it's all going to end and everyone wears a poncey costume. So how does *WWF Super Wrestlemania* echo the real thing?

The answer, in a word, is excellently. Very excellently. It's total! Bonus! If you're a wrestling fan, you'll probably want to sellotape the cart to the inside of your underpants. I'll get the praise over and done with right here, and say that if you buy *Super Wrestlemania* you'll be inviting people round just so you can show it off.

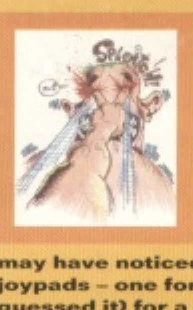
"Look," you'll tell them, "watch what happens when I do this..." "Coo," they'll reply. "Excellent, dude! I'm impressed already." "Yes, I thought you would be," you'll add in a gloating tone, "but just wait until you see this..." And so on.



You know the sort of things I'm on about here – the graphics, the animation and the sound – and they're all equally superb. Here's a little exercise for you. Look at the individual wrestler sprites in the screengrabs and imagine how you'd like them to move around the screen. Now imagine the sounds you'd like them to make when they get thrown onto the canvas or whatever. Done it? Well, they do move exactly like that and they do sound just like that. (Unless you're a bit of a weirdo and imagined them deflating like balloons while making farting noises, which they don't of course.) Anyway, you get the idea – *Super Wrestlemania* is highly realistic.

"But what can you do?," you cry. "What are the options? How many moves have the wrestlers got at their disposal? Are all the famous WWF stars involved?" Oh dear – all these questions and so little time to answer them...

So who controls your opponent?



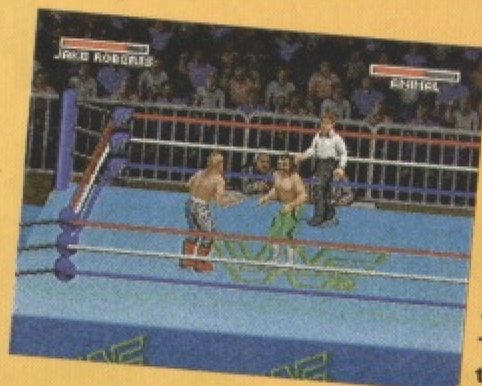
The Nintendo can obviously control one of the selected wrestlers, and there are three difficulty levels to choose from. The only trouble is, even on the hardest difficulty level it can eventually get a bit too easy to win. But if you're observant, you may have noticed that the SNES has two joypads – one for you and one (yes, you guessed it) for a chum. Yup, head-to-head action in the sort of game where head-to-head action is an absolute must.

In two player mode, each bout is as difficult for you as your friend makes it. If he's completely crap at games, each successive defeat is a way to let him know this without even the need to hand him a piece of paper with 'you're a useless git' written on it. Simply thrash him – time after time. He'll get the message soon enough, if he doesn't realise already.

*Not that he'd tell them to their faces, you understand...

THE MATCHES

There are three different types of match available from the SUPER WRESTLEMANIA options screen...



ONE ON ONE

In this mode, it's a wrestling match, pure and simple. You choose one of the available fighters while your friend (or the SNES) chooses another. Then it's wrestling time – the first one to be pinned to the canvas for three seconds is the loser.

SURVIVOR SERIES

It's the same as One On One really, only it's Four On Four. What more can I say? You pick a wrestling quartet and so does your opponent. They come into the ring, one at a time, and it's a fight to the death. The person who has had all four of their fighters pinned for the three count is the loser. These Survivor Series matches can get quite tense – first they swing one way and then the other, like a penalty shoot-out or something.



TAG

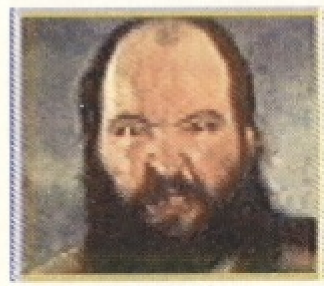
Two On Two, basically. Yes, you pick a pair and so does your opponent. If the wrestler in the ring is taking a bit of a pounding, just get him near enough to his partner (who's standing outside the ropes) and they'll exchange places.

Sometimes you can cheat too. The rules of real Tag Wrestling say something like: "Only one fighter from either team can be inside the ring at any one time," but as we all know, that's a load of old bullshit. It is in *Super Wrestlemania* too. If the wrestler you're controlling gets pinned to the ground, you briefly take control of the wrestler standing outside the ropes instead. Move him in and take an 'illegal' swing at whoever you want. (Mind you, your opponent's partner can do much the same thing, so you want to be quick about it.)


HULK HOGAN


TYPHOON


RANDY SAVAGE


EARTHQUAKE


HAWK

THE FIGHTING MOVES ★ ★ ★ PART 1

Now we come to the all-important bit. Given that the animation is superb, you'll realise that all the following actions take place smoothly and with no on-screen glitches in sight. Fluidity is the word. So here's what you can do to an opponent when you're well-versed in using the different combinations of the four joypad buttons...

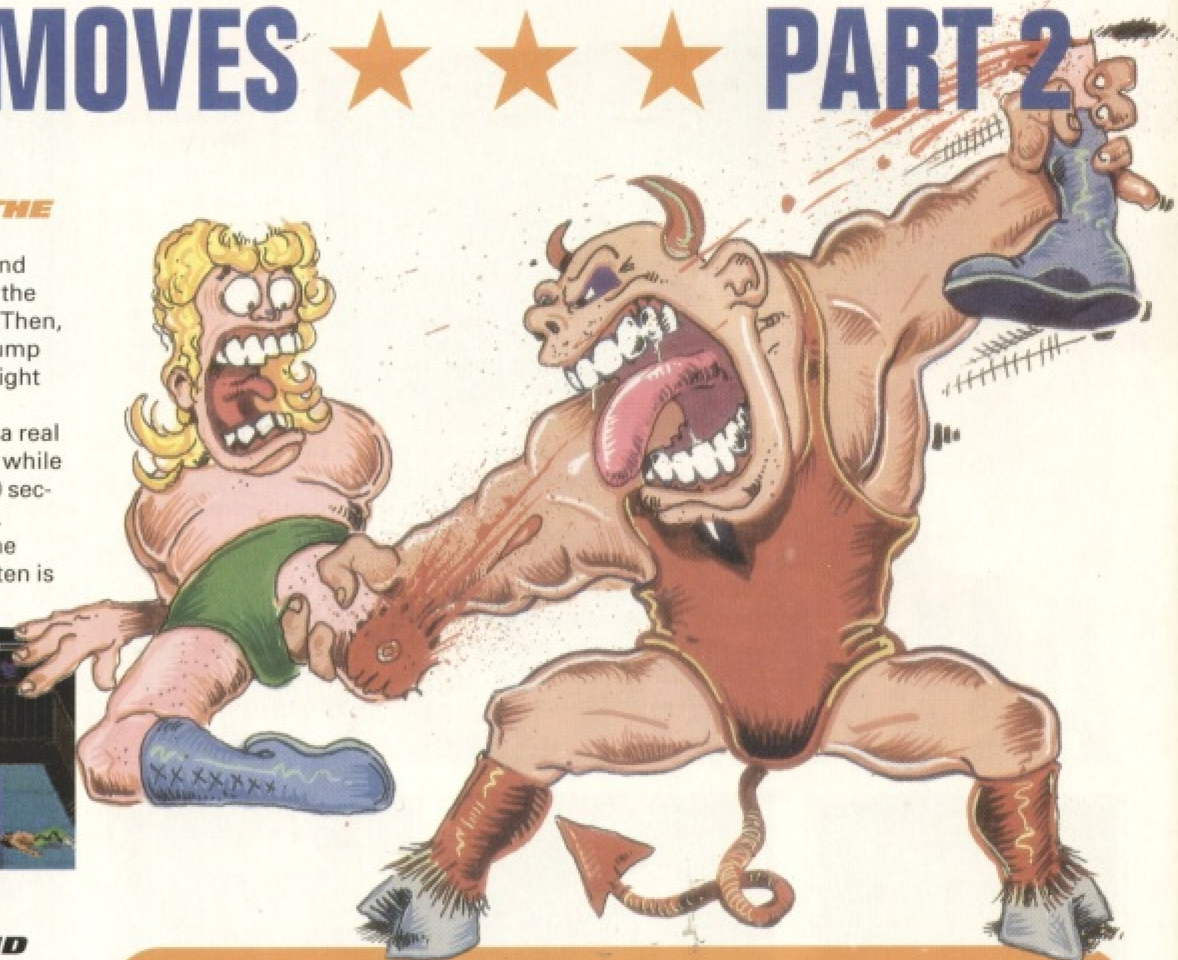
OPPONENT STANDING UP



You can punch him, kick him and perform a hiptoss on him (like a judo throw, using your hip as a lever). You can headbutt him, up-and-over body-slam him or you can show him what a suplex is (it's a bodyslam, where he lands on his neck rather than his back). Or how about trying to pull off a nifty clothesline, where he runs towards you, only for his neck to meet your outstretched forearm? If you decide to run back and forth across the ring yourself, bouncing off the ropes as you go, then you can do so... but why not use your momentum and turn it into a flying drop-kick? Yes, you can do that too (as long as your opponent doesn't get you with a clothesline of his own).

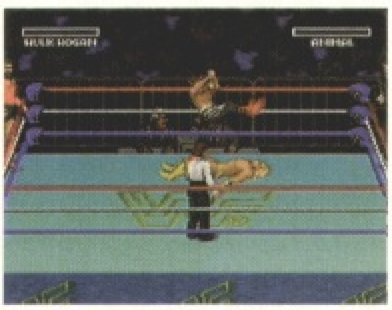


THE FIGHTING MOVES ★ ★ ★ PART 2



OPPONENT LYING ON THE CANVAS

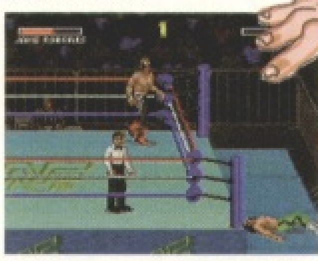
If you've performed any of that last lot on your opponent, you'll suddenly realise he's lying on the canvas. So do you leave him there to rest? Of course not! How about stomping on him a few times. No? Then what about dropping on his face and landing elbow first – an elbowdrop? Not nasty enough? Then go for a flying elbowdrop instead – just the same as a normal elbowdrop, but you pull it off while crossing the ring at full pelt. Still a bit poncey for you? Then go for the ultimate elbowdrop, which is attained by climbing to the top of the cornerpost and taking a free-fall parachute jump. Okay, so you don't have a parachute at your disposal, but it doesn't matter because your fall is cushioned by **(a)** your elbow and **(b)** your opponent's head. Not bad, eh?



You can also pull him back onto his feet if you want. Silly, you say? No, because you can then get him in a lock before he has a chance to regain control – press the X button quickly enough and you'll slam him back onto the canvas. But the ultimate 'while your opponent's down' move is the pin – you hold him down for the three count and win. (He's got to have a very low energy bar for this to work, so don't try it straight off).

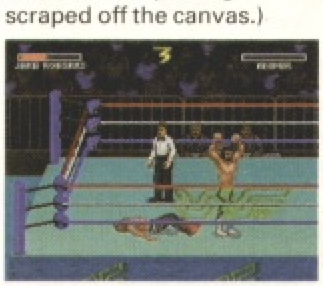
OPPONENT CAUGHT IN A LOCK NEAR THE ROPES

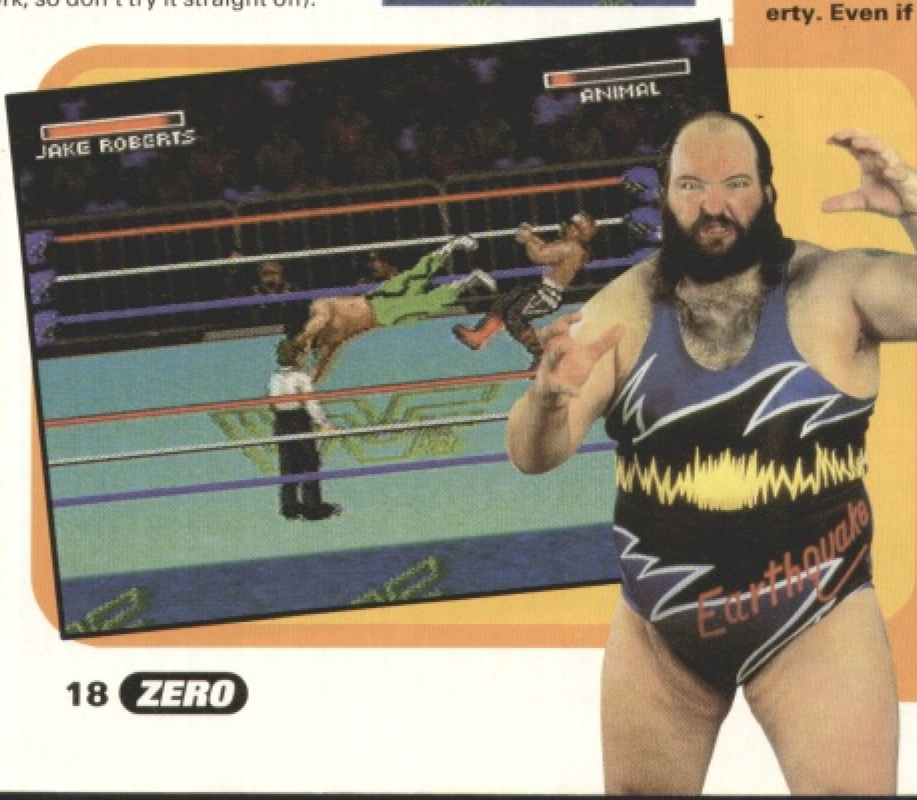
You can pick him up and throw him down onto the floor outside the ring. Then, if you want, you can jump out and continue the fight from there – just like wrestlers would do in a real bout. But be warned – while this is happening, a 10 second count is going on. Anyone still outside the ropes on the count of ten is disqualified.



OPPONENT WINNING AND YOU'RE BEING PUMMELLED INTO THE CANVAS

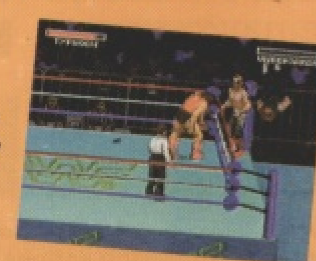
Well, you can occasionally roll out of his way. Alternatively, you can try to get up. (In fact it's highly recommended if you don't want to end up being scraped off the canvas.)



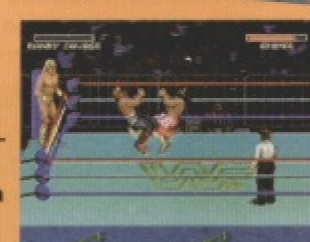


As you'll have gathered by now, *Super Wrestlemania* is very polished stuff indeed. Is there a 'but' though? Well... yes. The only thing that lets the game down is the slight lack of longevity. It's not a 'forever and a day' game, like *Super Mario Land* or something.

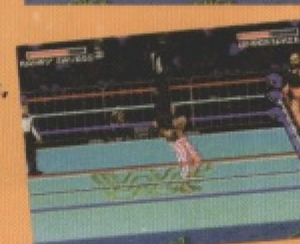
There are a couple of things that could've helped fix this problem, I reckon. Each of the wrestlers could've had one 'special' move, with advantages/disadvantages programmed in according to their weights. (As it is they've all got exactly the same moves and seem to weigh exactly the same – even though they're different sizes).



Another niggle is to do with the power-meters – the bar within them goes down a bit every time you get injured, but never up again. It would've been nice if you could've regained a bit of lost energy over time by keeping out of the way of your opponent. But you can't.



Still, there's no denying that *WWF Super Wrestlemania* is a treat to play while it's still a hot property. Even if it's not going to nestle permanently in your cartridge slot, it's the sort of game that'll be brought out and dusted off quite regularly. For addictiveness, I'd have to go for *Super Tennis* or *Super Soccer* first, but, well... *Wrestlemania*'s got the graphics and no mistake.



It's like this – if you've got dosh to throw around, buy it. If you're a big wrestling fan, buy it. If you like showing off your Nintendo, buy it. If you're a bit poor and not that much into wrestling anyway, well, maybe try it first.

WWF SUPER WRESTLEMANIA: out in mid-June from Acclaim on Super NES, priced £44.99.

Z

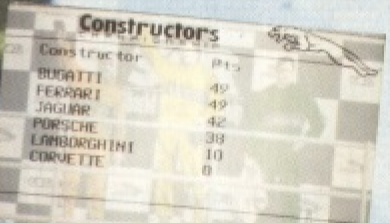
GRAPHICS	PLAYABILITY	ADDICTIVENESS	SOUND	OVERALL
93	90	80	92	90

JAGUAR XJ220

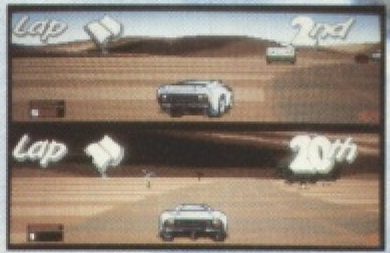
SPORTS RACING

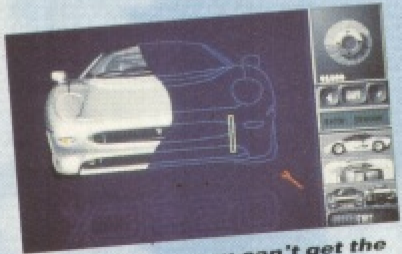
Ever since MARTIN POND previewed Core Design's JAGUAR XJ220 back in April, he's been saving up to make the first instalment on the real thing. Since he's now the proud owner of an XJ220 petrol cap, we thought we'd let him slobber over the finished game.

AMIGA

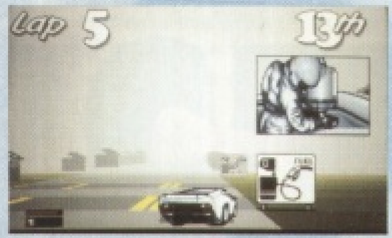


A disappointing result for the Lada team.

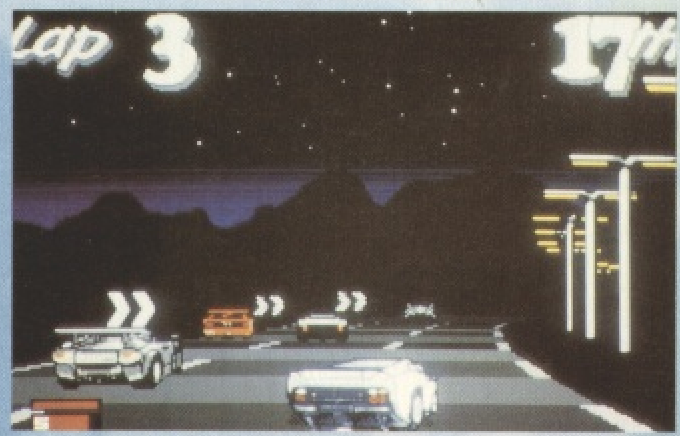




Ahh, you see, you can't get the parts, guv.



'Ere, where's me tiger tokens?



Driving around in a huge, low, fast car, cocking a snook at local traffic regulations and frightening the peasants in 12 different countries of the world – that's the life, eh? It's also the idea behind *Jaguar XJ220*, a sprite-based racing game with a two-player split-screen option. You'll experience a variety of conditions on your tour: rain, snow and cross-winds affect handling, while visibility may be impaired by fog or night driving. (*Or driving with your eyes shut 'cos you're chicken. Ed.*) I wasn't scared – I was using the force, actually.

There are 20 cars in each race – Porsches, Ferraris, Lamborghinis, Bugattis and Corvettes. Each of the constructors fields a three-strong team. Teams consist of a good driver who goes like the clappers, a Sunday driver who does likewise but brakes at hazards, and a learner driver who's likely to be seen hitching on the hard shoulder when he lets his car run out of fuel.

The prize money you earn from a race can be spent on travelling to more races in different countries, or on repairing any damage to your car. Prangs, rough handling and cross-country short-cuts all take their toll on the tyres, engine, spoilers, stick-on Garfield, etc. The car status screen shows you the condition of each component – green if it's okay, orange if it's a bit poorly and likely to hamper your Jag's performance, and red if it's so damaged the car would fail an MOT.

The damage factor brings a whole new dimension to the game – especially in two-player mode. Picture this scenario: your opponent is as poor as a church mouse and has been forced to enter a race with a dodgy rear spoiler. During the race, you ram said spoiler 'accidentally', incurring some damage to the paint-job on your car but hopefully wreaking havoc with your pal's aerodynamics and lowering his top speed. The tactical nobble – it's what racing games have been waiting for.

As a format, arcade-style racing games are as fresh as left-over bread rolls from the Last Supper. Luckily, *XJ220* has enough new features to get away with it. It's well thought-out from start to finish, and graphically it's just dreamy. Take the autumn scene on the Canadian leg – I just wanted to run barefoot through it. (*You nonce. Ed.*)

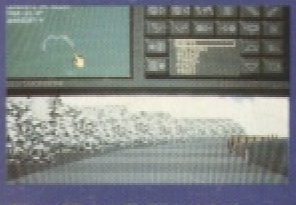
Z



The game features a marvellous in-car stereo. Boasting a selection of music ranging from thrash metal to Leonard Cohen, there's something to suit everyone's style of driving. It's also got a smart simulated radio with channel search and a working Dolby system. A complete simulated car hi-fi – what a great gimmick! (And no chance of it getting ripped off.)

GRAPHICS	88
PLAYABILITY	91
ADDICTIVENESS	88
SOUND	85
Overall	89

START

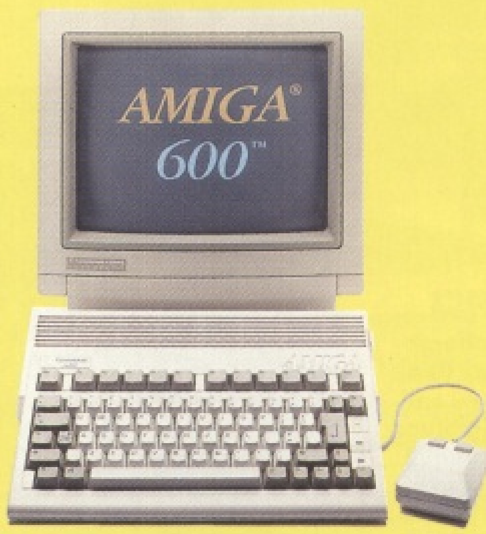


The Map Editor lets you re-design any of the game's 36 circuits with ease. It includes a large prop department from which to select the road-side sprites, as well as various track sections to create the uppy, downy, lefty, righty bits. You could recreate the Birmingham one-way system if you really wanted to.

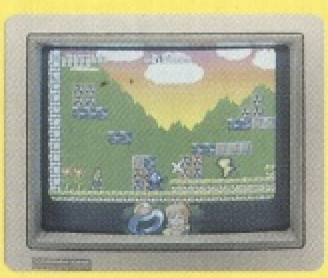
NEC

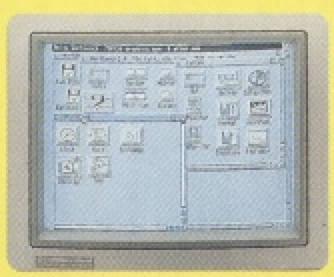
JAGUAR XJ220 out now from Core Design on 1 Meg Amiga, £25.99.

WELL, STOP DREAMING



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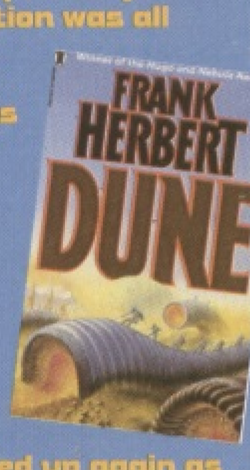
DUNE

Read the book? Seen the film? Now read the ZERO review of the game of the film of the book, presented by RICHARD JAMES.



AMIGA

Dune started out as an award-winning series of sci-fi novels which, by all accounts, was very popular with greasy haired hippies and other undesirables. Apparently it transpired that the action was all taking place on a raindrop or something, which probably explains its far out success.



It then metamorphosed into a film by Twin Peaks director David Lynch. The movie was an expensive failure, possibly because it starred Sting in a rubber suit – always a recipe for disaster. Now it's turned up again as an adventure game, developed by Virgin and the French developers Cryo Software. And what a damn fine game it is.

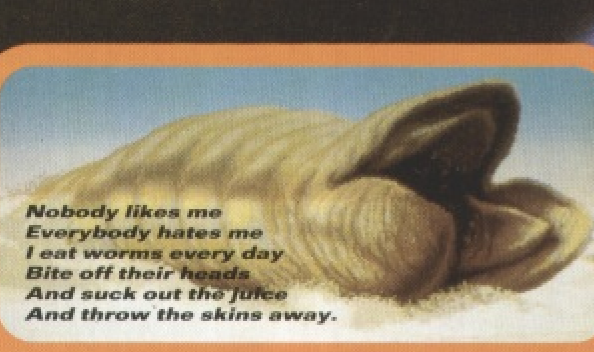
Good graphics? It's got 'em. In-depth characters? It'd make Stephen Spielberg blush. Gameplay? Enough to keep you going for ages. Giant-sized earthworms? Er... plenty of them too.



"Hello, is that Weight Watchers? I'd like to order a QuickStart starter pack, please..."

A PEAK AT OUR HERO

You are Paul Atreides – a character who looks suspiciously like *Twin Peaks'* Agent Cooper – and it's your job to drive the big blubs that call themselves Harkonnen off the planet so you can have total control of the Spice mining. And how do you achieve this mammoth task? Well, the secret lies in the friendly, hard working inhabitants of the planet, the Fremen. You'll have to persuade these handy creatures to side with you against the Harkonnen. And, like a pop star or a politician, you do this through nothing more natural than your princely charisma. Hey, if they like you, they'll work for you! You're helped along by the fact that the Fremen, like the Aztecs of old, are waiting for a messianic leader to lead them to glory. As they keep on uttering, could it be you?



Nobody likes me
Everybody hates me
I eat worms every day
Bite off their heads
And suck out the juice
And throw the skins away.



This is your sultry, pouting girlfriend. You lucky devil!



This is your miserable, stone-faced father. He can be a right pain in the arse.

A SPICED-OUT PLANET



As the plot of the novel was so involved, the game obviously only works on a few of its levels. In that respect, it's probably closer to the film. Dune itself is, in fact, the dry, sandy planet Arrakis – an inhospitable place whose only attraction is the massive amount of Spice that it harbours beneath the surface. Like its namesake, the famous Old Spice aftershave, this Spice possesses special properties. It has a life-prolonging effect, but more importantly it holds the key to deep space navigation. Two powerful groups – the good House of Atreides and the evil Harkonnen – have landed on Dune with a desire to mine this wonderdrug.



THE INTERFACE FACE TO FACE



Dune has been developed with CD-Rom in mind, and it's a veritable interactive movie. It works by means of a simple point and click interface, so all you need is a mouse to select a variety of options. A lot of the information comes from the mouths of the characters, and progress can be checked simply by talking to them. For instance, a conversation with Duncan Idaho will fill you in on how the Spice production is going. Be careful to pick up on their instructions, however, as they don't always repeat them. You may have to go through some lengthy repeat manoeuvres if you forget a direction. And if you play the game twice, the characters react differently if you interact with them in a different sequence, which keeps it fun.

Characters tend to specialise in certain areas. Your friend Gurney Halleck, a man with a hairdo that can only be described as 'exploding', has a vast knowledge of Fremen, and it sometimes helps to have him with you, whereas your mother Lady Jessica has mystic knowledge and will explain your visions. Like a good mother, she worries about you, and like a typical father, your dad Duke Leto can be a bit of the pain in the arse. You can take up to two characters with you by clicking on Come With Me on the main screen.

THREE STAGES OF DUNE

The game progresses through three main stages. First, the instigation of a Spice-mining network manned by the ever helpful Fremen, and overseen by your big buddy Duncan 'Isn't That In The States?' Idaho. This is how your initial winning-over of the Fremen starts. Their morale goes up, especially when you give them things like harvesters, but they get fed up if you don't visit them occasionally. It's interstellar capitalism in action, folks!

The Fremen dream is to make the barren Dune more habitable. If you can do this, they'll rally behind your cause. This second stage of the game begins when you meet the Ecologist Kynes. The final stage of the game is when you try and blast the Harkonnen off the planet. This chapter in *Dune* history begins when you meet the Fremen leader, Stilgar.



Mr. Kynes takes a fortnight's break in Torremolinos

During the course of all this, you have to face up to 100 metre-long earthworms, which control various parts of the desert and jealously protect their territory. It's an epic mission, and that's a fact.

INTERSTELLAR VISION: THE GRAPHICS OF GOD

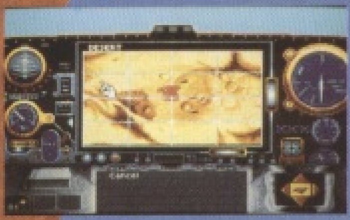
Where Dune really scores is with the graphics. Although fairly static, they are subtle, atmospheric, and can sometimes make you jump! You can walk out into the desert and watch the sun rise or set as the colours fade from day to night in a beautiful sequence. The Ornithopter looks good too – like a giant, spindly, flying insect, while the earthworms are almost up to the quality of an animated film. When you see yourself, you'll find you look like Agent Cooper (alias Kyle MacLachlan, who played Paul in the film – MacLachlan even gets a credit!)



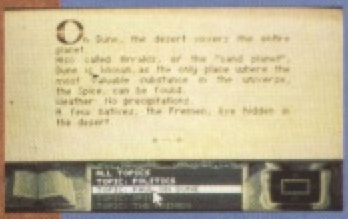
FAR OUT EXPLORATION

In spite of the emphasis on interaction, there's still a fair few maps and tables to keep an eye on things. Clicking on the Globe icon which appears under Maps, and activating See Results, will display a *Populous*-type table showing how well you're doing in the charisma and Spice-mining departments and how much of the planet you control.

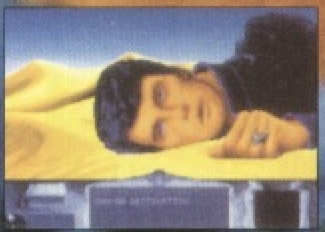
Under the maps section, you can see the placing of your forces, while activating the Ornithopter shows you a map of the territory, indicating places you have discovered. There's also the Manual of Maud'Dib, activated by the Book icon on the master screen. This starts off with a brief history of Dune – very brief, considering the length of the novel – and updates itself as you go along, so you know what's been happening. It's in the form of a rather fetching illuminated manuscript.



The ornithopter instrument panel.



The Manual of Muad'Dib.







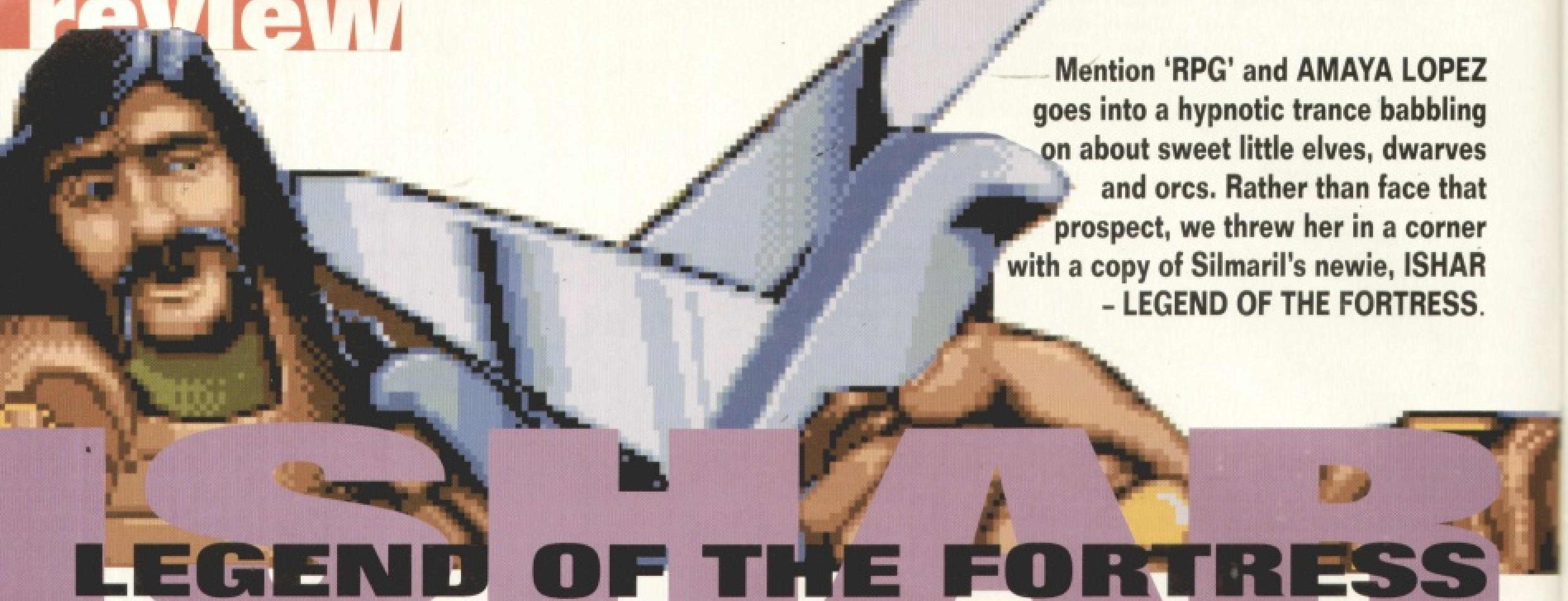
This is the brilliant sequence where you decompose under the desert sun, with the flesh gradually falling from you until you become a pile of dust. You'll find yourself committing suicide just to see it.

TIME AND AGAIN

I'd play this game simply to visit all the timeless-looking locations, but adventurers will be pleased that there's a lot to do gameplay-wise, something that's helped by the simplicity of the point and click interface. A damn good game, when all's said

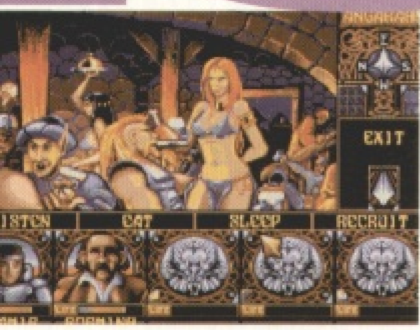
Graphics	90
Playability	88
Addictiveness	89
Sound	87
Overall	89

DUNE is out now on the PC, priced £35.99, and on the Amiga at the end of June, price Tba.



Mention 'RPG' and AMAYA LOPEZ goes into a hypnotic trance babbling on about sweet little elves, dwarves and orcs. Rather than face that prospect, we threw her in a corner with a copy of Silmaril's newie, ISHAR – LEGEND OF THE FORTRESS.

ISHAR
LEGEND OF THE FORTRESS



QUESTING TIME

Yes, it's one of those role-playing games again. Unfortunately, most games of this genre get caught up in the "Yes, but... it's not as good as *Dungeon Master*" debate. Well, I'm not even going to bother with that hoary old chesnut because *Ishar* is really rather good.

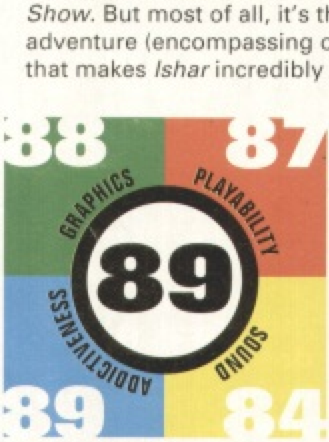
Fortunately the plot is summed up very briefly in the manual, but essentially it goes like this: there was once some dark-lord type called Morgoth, who was defeated by Jarel, the poncey Prince Of The Elves. He then even more poncily managed to kill himself in a hunting accident, bringing anarchy to the kingdom of Kendoria. A shady geezer called Krogh now threatens Kendoria, and you must journey to his temple, Ishar, in order to regain Jarel's throne.

WANNA BE IN MY GANG?

You start off with one character, but you can recruit up to four more throughout the game. I even had a scantily-clad maiden approach me in the woods, who seemed completely unabashed when she realised I was a girl. You journey thorugh a myriad of forests, shrubland, villages, cities and (of course) dungeons, creating a sort of 'job club' for anyone who's fool enough to join. In addition, you get to cast spells, go shopping for useful stuff like gargoyle claws, and battle against deformed-looking warriors, sabre-toothed lions and the like. The exploring element is strong, and made me feel like a young Frodo Baggins – all naive and fresh-faced. Okay, so there's not as much fighty-fighty action as in, er... *Dungeon Thingy*, but even so, it's crushing when one of your team gets beaten to death – you feel like you've lost one of your babies.

The sense of perspective is brilliant – if you click rapidly on all the direction icons and watch everything go in and out of focus, you can come over all queer and end up feeling a trifle mongy. Nevertheless, even people with a dire sense of direction can get to grips with the system by keeping an eye on the handy compass on the top-right of the screen. Graphically the game is very neat, with beautiful landscapes that encourage you to delve deeper into it and the sound effects are adequate enough, lulling you into a false sense of security. However, the hearty noises whenever you enter a tavern sound like the audience on *The Les Dennis Show*. But most of all, it's the exciting sense of adventure (encompassing over 100,000 screens) that makes *Ishar* incredibly smart.

AMIGA



ISHAR A NICE GAME*

1. Your burly 'A Team'.
2. Action – allows you to give items, kill, recruit, etc... and has a handy map to peruse.
3. Attack – clicking on this will make you automatically thrash out at your opponent.
4. Clicking on the 'portrait screen' will give you the option of calling up the weapons your particular mate is carrying...
5. Or will show you his/her power and weapon bars.
6. Clicking on a character's name will reveal his/her personal attributes (like intelligence and experience), weapons he's carrying, amount of dosh he has, etc...
7. Your character's life bar.
8. This calls up a larger grid so that you can place your team members in attacking order (ie the crap ones at the back).
9. Save Game facility., Beware though, you can only use it if you've got enough dosh. (Swiz.)
10. Turn left or turn right.
11. Take a step to the left or to the right.
12. Step forwards.
13. Step backwards.
14. Er... a compass.
15. A mystery house.
16. A lucious oak.

*(Shuttuppa your face. Ed.)



ISHAR – LEGEND OF THE FORTRESS: out now from Silmarils/Daze on Amiga, ST and PC, £29.99.

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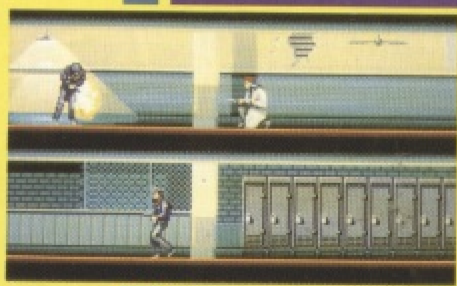
TER

Virgin has landed the lucrative TERMINATOR licence for the console market. Since he claims to have been Arnie's body-double in the film, we asked MARTIN POND to cast his 'insider's eye' over the Mega Drive version.

Programmed by Probe, the team behind *Golden Axe*, *Terminator* is one of those platform shoot 'em ups. Now I won't go overboard on the plot here, 'cos everyone in the entire universe has seen James Cameron's stylish sci-fi flick at least 20 times. *(What about Mother Theresa? I bet she hasn't seen it. . Ed.)* Okay, but I'm sure all other right-thinking people have. *(Reggie Kray? Ed.)* Oh God, alright then, here's a brief plot summary...

It's the year 2029 and the world has been all but taken over by the Skynet Defence Network – a supercomputer designed to control America`s Nuclear arsenal. Luckily, a band of resistance fighters, led by the plucky and resourceful John Connor, manages to penetrate Skynet's CPU and cause a fatal system error. Just as it's shutting down, however, Skynet sends a Terminator (a powerful killing machine disguised as Arnold Schwarzenegger) back through time to bump off John Connor's mum, Sarah, thus preventing John's birth and changing the course of history. In a last desperate bid to keep his old mum healthy and fertile, Connor sends his right-hand man, Kyle Reese, in pursuit of the Terminator. Now play on...

RESCUE ME



Bit of a plot leap here. You and Sarah have been locked up by the rozzers, and Arnie's arrived to bale you out. Luckily, the cops neglected to relieve you of your shotgun when they took away your belt and laces, and you can use it to fight your way to Sarah`s cell and rescue her (again).



I only asked Arnie for a Lambada!?



UZI, UZI, UZI

Righty-ho then, here's level one. You're Kyle Reese, and you're still in the post-holocaust nightmare of the future. Murderous robots abound, but luckily you've an unlimited supply of grenades which you can bowl overarm or underarm. Once you`re in Skynet's underground complex, you'll find it's guarded by the Chippendales. Find the Uzi as soon as poss and give them what for, while keeping a lookout for the energy boost bottles. Once you've blown up the time dilation gadget (to stop anyone following), you have to chip to the time machine and set a course for 1984.



The stage door is closed after Kyle has belted.



PUMP ACTION DISCO

You have to travel light when you journey through time – even a vest and pants counts as excess baggage – so Kyle is completely starkers when he arrives in the eighties. Thankfully, he obviously thought to secrete a pac-a-mac somewhere on his person, 'cos that's what he's wearing when the action starts. You've also got a pump-action shotgun tucked away which you can whip out in a twinkle.

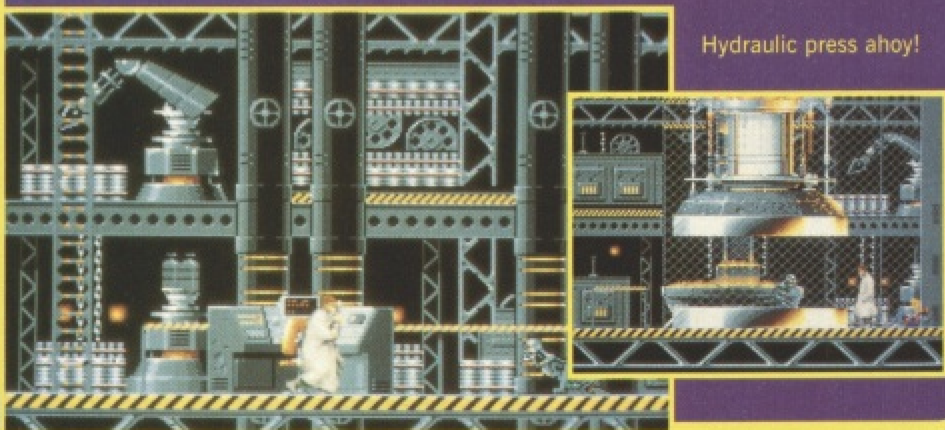
Anyway, in level two you track down Sarah to the Tech Noir, a discotheque. Hold up – that leather-clad figure on the dancefloor isn't the bouncer – it's the Terminator. Eeeek. Get past him, approach the wall-flower in the corner – it's Sarah, and leg it!



MINATOR

TERMINAL BEEFCAKE

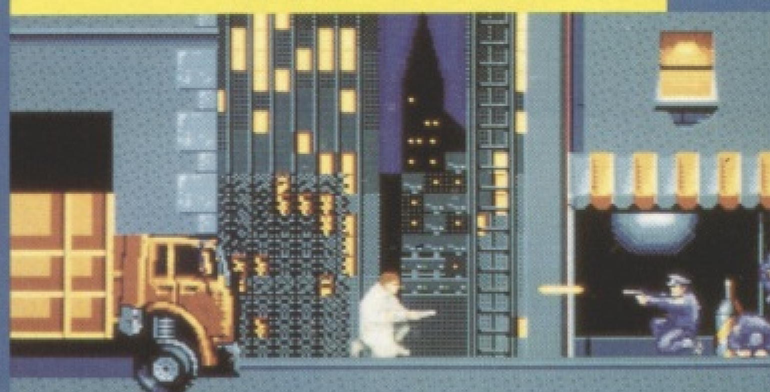
Another plot jump and you're running around a factory, pursued (bizarrely) by loads of Terminators. Arnie's not looking his best though – general wear and tear have whittled him down to his metal chassis, and he's developed a gammy knee too. Your last task is to introduce him to the huge hydraulic press and life in 2-dimensions. Finally, as a reward for winning, you get to get hear a digitised version of Arnie's famous farewell. Yes, "Turned out nice again" he chirps in his unmistakable Lancashire accent. *(No he doesn't. Ed.))*



Hydraulic press ahoy!

WHAT A MOVER!

The animation in *Terminator* is really cool. Pump someone full of holes and you see them jerk about as each piece of molten lead tears through fragile flesh. (Ooh, I feel a bit queasy.) Perversely though, members of the law enforcement community cannot be killed – instead, they feel a bit poorly for a while, then get a second wind and attack you some more. Apparently this is a concession to the German market, where they're a bit more protective about their authority figures.



Virgin has certainly got its money's worth from this licence – the game's full of smart music and digitised stills. There were a few problems squeezing some of the plot elements in though – when you complete the last level, the concluding text tells you that Kyle died in the showdown.

There aren't a huge number of levels, and they're all similar, but *Terminator* looks good, plays well, and is a competent interpretation of an excellent movie.

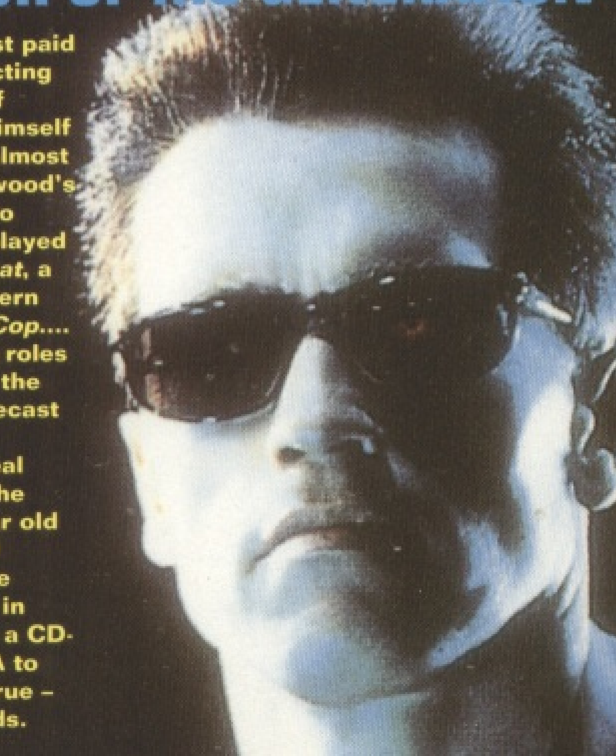


TERMINATOR: out in August from Virgin on Mega Drive, £Tba.

THE FINEST ACTOR OF HIS GENERATION

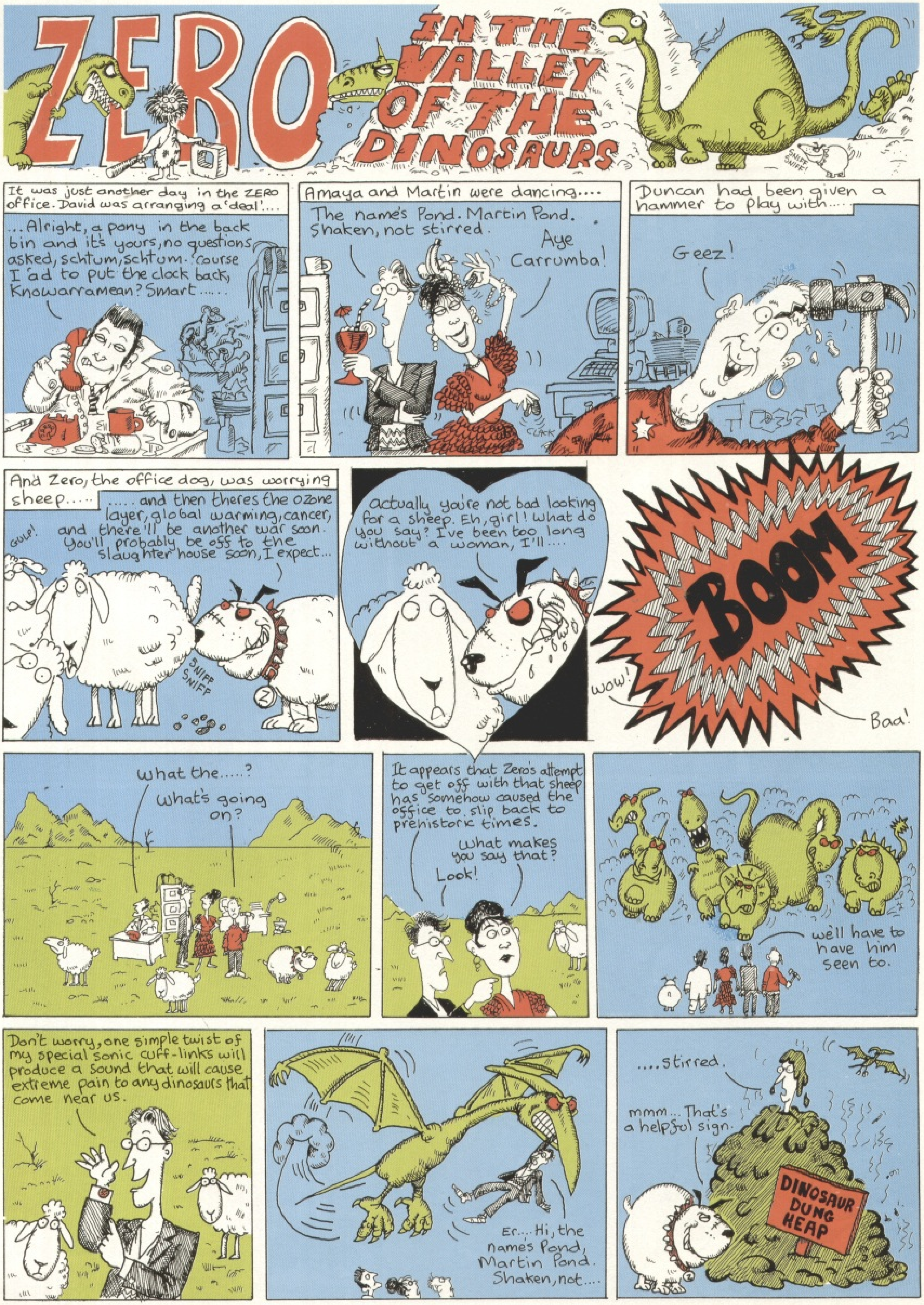
Arnold Schwarzenegger, the highest paid star in Hollywood, only turned to acting after failing as a jockey. The man of whom Olivier said "Who?" prides himself on his voice being his tool. Sadly, almost all of the film roles taken by 'Hollywood's Rory Bremner', have required him to affect a thick Austrian accent. He played an Eastern European cop in *Red Heat*, a cop working undercover as an Eastern European teacher in *Kindergarten Cop*.... the list goes on. Now, with starring roles as Kurt Waldheim and Schubert on the cards, the star fears he may be typecast as a 'token Austrian'.

ZERO can also exclusively reveal that, after years of working out in the gym in tight underpants, the 47-year old star's gonads are like SHRIVELLED RAISINS. Apparently, this is why he refused to do a steamy scene in *T2* in which the Terminator has SEX with a CD-Rom drive. When we rang him in LA to confirm this, he told us: "Yes, it's true – I'm hung like a vole". Take note, kids.

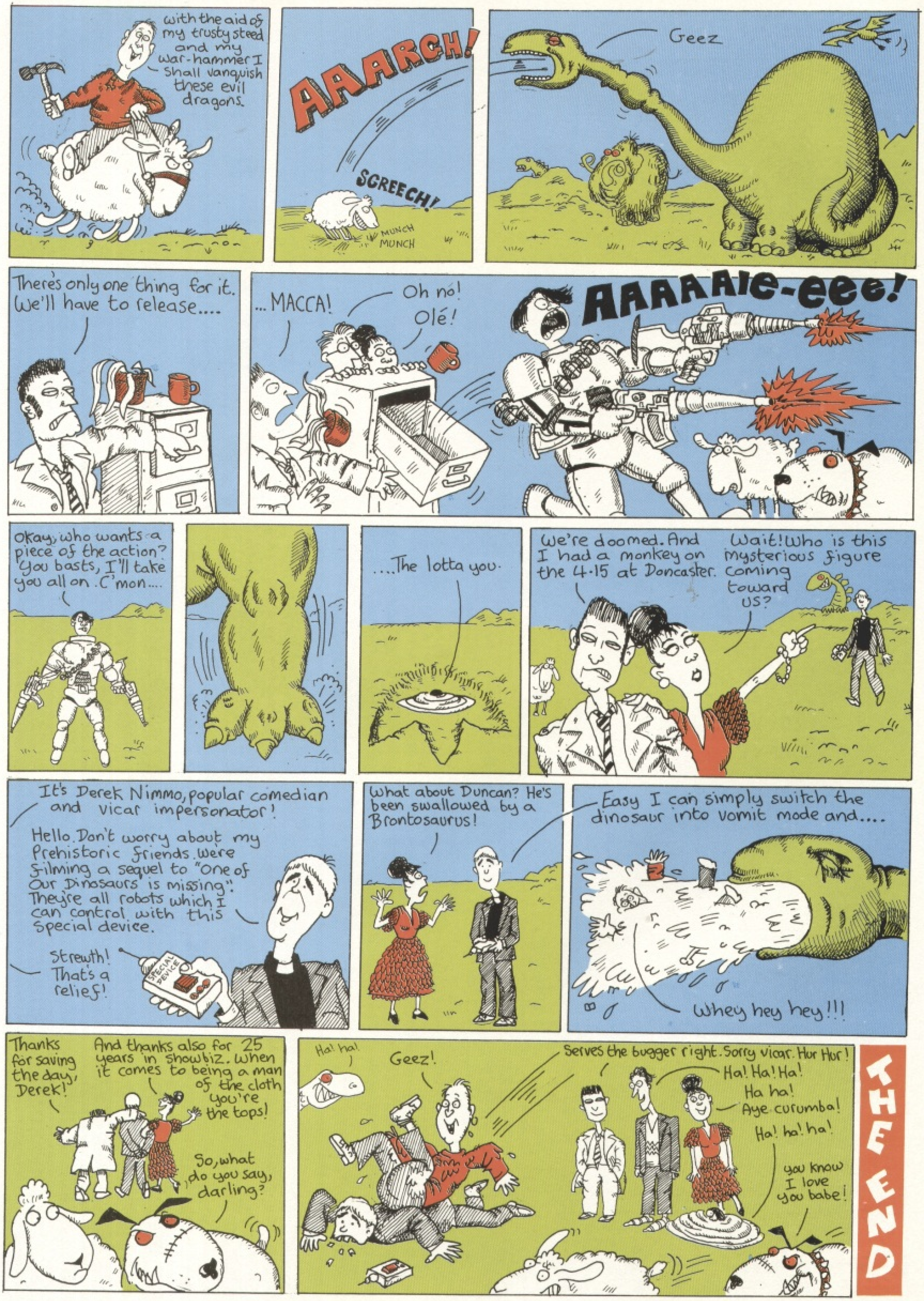




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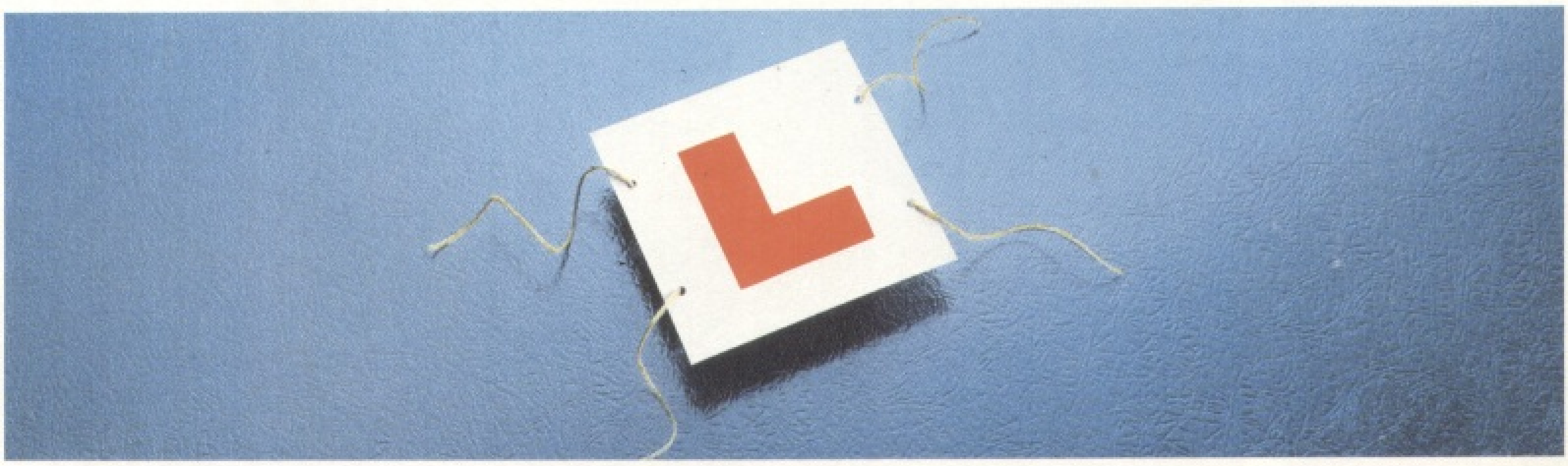


ZERO
IN THE VALLEY OF THE DINOSAURS
SNIFF SNIFF!
It was just another day in the ZERO office. David was arranging a 'deal'....
...Alright, a pony in the back bin and it's yours, no questions asked, schtum, schtum. Course I 'ad to put the clock back, Knowarramean? Smart......
Amaya and Martin were dancing....
The name's Pond. Martin Pond. Shaken, not stirred.
Aye Carrumba!
CLACK
Duncan had been given a hammer to play with.....
Geez!
And Zero, the office dog, was worrying sheep.....
.....and then theres the ozone layer, global warming, cancer, and there'll be another war soon. You'll probably be off to the slaughter house soon, I expect...
GULP!
SNIFF SNIFF
actually you're not bad looking for a sheep. Eh, girl! What do you say? I've been too long without a woman, I'll....
BOOM
WOW!
Baa!
What the.....?
What's going on?
It appears that Zero's attempt to get off with that sheep has somehow caused the office to slip back to prehistoric times.
What makes you say that?
Look!
We'll have to have him seen to.
Don't worry, one simple twist of my special sonic cuff-links will produce a sound that will cause extreme pain to any dinosaurs that come near us.
Er.... Hi, the name's Pond, Martin Pond. Shaken, not....
....stirred.
mmm... That's a helpful sign.
DINOSAUR DUNG HEAP



With the aid of my trusty steed and my war-hammer I shall vanquish these evil dragons.
AAARGH!
SCREECH!
MUNCH MUNCH
Geez
There's only one thing for it. We'll have to release....
...MACCA!
Oh no!
Olé!
AAAAAIE-EEE!
Okay, who wants a piece of the action? You basts, I'll take you all on. C'mon....
....The lotta you.
We're doomed. And I had a monkey on the 4.15 at Doncaster.
Wait! Who is this mysterious figure coming toward us?
It's Derek Nimmo, popular comedian and vicar impersonator!
Hello. Don't worry about my Prehistoric friends. Were filming a sequel to "One of Our Dinosaurs is missing". Theyre all robots which I can control with this Special device.
Strewth! That's a relief!
SPECIAL DEVICE
What about Duncan? He's been swallowed by a Brontosaurus!
Easy I can simply switch the dinosaur into vomit mode and....
Whey hey hey!!!
Thanks for saving the day, Derek!
And thanks also for 25 years in showbiz. When it comes to being a man of the cloth you're the tops!
So, what do you say, darling?
Ha! ha!
Geez!
Serves the bugger right. Sorry vicar. Hur Hur!
Ha! Ha! Ha!
Ha ha!
Aye curumba!
Ha! ha! ha!
You know I love you babe!
THE END

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Jim Power



What's happened to DAVID McCANDLESS recently? Well, he's been off on yet another mission to save a kidnapped chick from the clutches of a horde of mutants. But that's enough about his private life, here's his review of Loriciel's new shoot 'em up, JIM POWER.

AMIGA

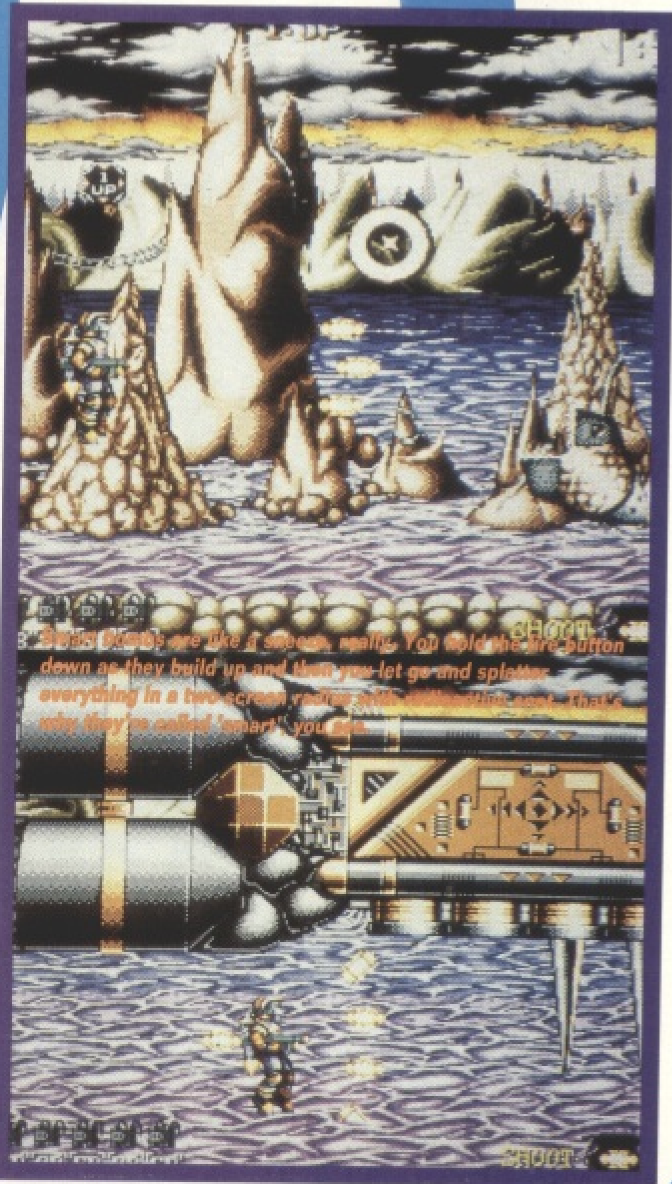
The mutants have kidnapped the president's daughter, Samantha, and Jim Power is the only one who can rescue her. Problem is, said mutants live, ah... 538 million light years away from Earth and, of course, they're nasty, ugly and bad. Jim's a bit good at this 'maiden rescue' lark, and he's accepted the mission without really knowing what he's in for.

What he's in for are five or so huge, scrolly levels – two to be traversed on foot (the town and the forest), and the other three with his jet-pack (the sea, the caves and the hole). Each one is dripping with sicko mutants, their mutant architecture and those cunning mutant traps.

Take level one, for instance. Looks okay – nice houses and trees. But whoops – the floor is booby-trapped with spikes, so Jim has to run and prance from platform to rooftop, lift to lift, hillock to bullock. Mutant soliders run backwards and forwards, followed by mutant dogs and eventually mutant birds, so the gun comes in handy. Acid drops drip from overhangs, people throw barrels out of windows and daggers pop out of the floor, so a few 'ninja reflexes' go down a treat. Hack through all this familiar territory and Jim has to tackle the end of level dobber. This beastie does a disgusting party trick with its telescopic neck, so some saving up of smart bombs is advisable.

Not very original, is it? In fact, *Jim Power* cribs all the best bits from *Ghouls 'N' Ghosts, Turrican* and *R-Type*, right down to things like vultures waiting on trees and the way the *Turrican* character walks. About the only new bit is *Jim Power*'s sixty-eight thousand million layers of parallax scrolling. They look nice for about ten minutes before you realise that they're there to distract you from realising four things: the actual playing area only has four colours, the sound has a certain 'beepy' quality to it, the graphics aren't really that good and it's pretty difficult. In the end, it looks and plays like those battered coin-ops you find in damp corners of old pubs, and not enough like the hi-tech ninja arcade 'blend' it should be.

Z



Smart bombs are like a [illegible], really. You hold the fire button down as they build up and then you let go and splatter everything in a two-screen radius with [illegible]. That's why they're called 'smart' you see.



"Dear Jim, please could you fix it for me to meet a ginormous end of level monster." Now then, now then...

GRAPHICS 79	PLAYABILITY 76
ADDICTIVENESS 75	SOUND 76

Overall: 76

UPPIES

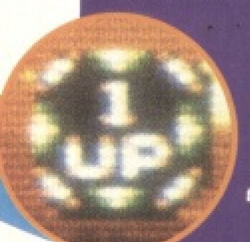
These floating doofers contain many useful power-ups, so killing yourself trying to avoid them is bad..



CLOCKS: *Boost the mere 2 minutes you're given to complete a level*



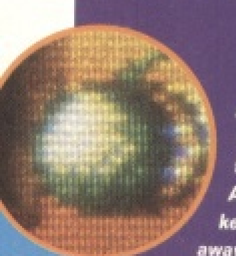
KEYS: *Hidden in nooks and crannies, they pave the way to secret passages*



1UP: *Oh, come on – whaddya think this does?*



GRAPES: *Give you energy but watch out for pips.*



APPLE: *It's the harvest festival isn't it? An apple a day keeps the baddies away.*



SB: *A few extra smaaaaart bombs*

JIM POWER: out now from Loriciel on Amiga & ST, priced £25.99.



LEAD US NOT INTO TEMPTATION, BUT DELIVER US FROM EVIL...

Sick and tired of playing the same old, sterile, graphic adventure?

Then envisage a new playing experience where each character can go about his or her own affairs independently of your actions, where each scenario is different every time you return to it, where you can experience "real world" environments.

It's happened.

LURE OF THE TEMPTRESS has been developed using the 'Revolutionary' Virtual Theatre™ system.

virtual theatre

REVOLUTION

Virgin GAMES

Ever since AMAYA LOPEZ attacked her neighbour's Wendy House with a packet of sparklers and was beaten off, she's longed for a more impressive arsenal. When she heard that RAMPART from Electronic Arts offered her rollicking great cannons, she jumped at the chance to review it.

rampart

PEECEE



I've always felt the desire to own a large number of medieval castles so that I could retire to a place in the sun with a large private income. EA's *Rampart* makes this pipe dream a reality... the only problem is that there's at least one marauding army out there intent upon knocking them down.

Rampart is the conversion of the Atari Games coin-op of the same name, offering medieval chuckles against the computer or a chum or two. In a one-player game, it's a case of securing a whole island. Choose one of two difficulty levels – Recruit or Veteran – and prepare for action. Each inlet is a potential invasion site, so you'll have to secure each in turn. On choosing an inlet, you're presented with a view of a grassy coastline surrounded by glorious sea. Scroll around the various keeps to choose the location of your Home Castle and you're first set of ramparts are then automatically built for you. Placing your cannons is the next stage and then you're away, taking aim with your crosshair at the approaching enemy ships and blasting them into a squillion pieces. The battle's over in a matter of seconds – almost too quickly – and then it's time to sob over your ruined empire and start repairing the damage.



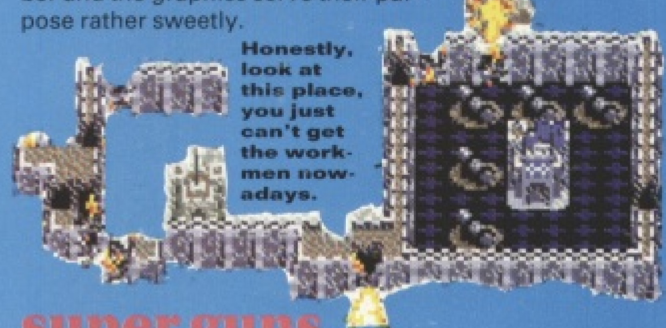
action stations

Once the damage has been done, it's a case of a shoestring reconstruction process. You've got to rebuild your castles within a given time limit, using the random Tetris-like shapes provided. This requires logical thinking and that biggest of no-nos – brilliant co-ordination.

The game now takes the form of slotting random wall shapes into the holes in your walls, placing cannons and then fighting. If you defeat the enemy you'll win, if you fail to encircle your keep before the time limit expires you'll lose a life and so on. If you can branch out and encircle a neighbouring keep, you'll get lots of lovely territory points and some extra cannons (Smart)... and so it goes on. In a two or three player game you'll just battle each other on a land based screen. There are tons of options, including a choice of battle lengths and a 'To The Death Game', which is basically a fearsome scrap until one player emerges victorious. Points are all-important in your thrashing of the enemy: you get awarded points for destroying ships and for ruthlessly extending your kingdom.

You can play using a mouse, joystick or keyboard. Although I found it easier to aim with a mouse, in a multi-player game someone's going to draw the short straw – hem, hem. The sound's rather good – a rousing militaristic "rataratara", complete with bugles, at the start of each battle and the bombing noises of full-scale destruction.

Graphically, it's got everything you could want – burning pits, little ships and enemy troops landing. It's not a stunna, but then this is an arcade strategy number and the graphics serve their purpose rather sweetly.



Honestly, look at this place, you just can't get the workmen nowadays.

super guns

In the enhanced game, you can create some rather neat propaganda balloons – they'll fly out before the battle starts and drop leaflets on your enemy's most perilous ship or cannon. There's also the option to make superbly destructive Super Guns. These fire incendiary cannonballs and reduce any ships to shreds. Smaaart! Watch out for the Grunts though – these aren't a mucky hoard of suckling pigs, but various pieces of mobile artillery brought to your land by enemy ships. Once there, you can't build over them until you've blown them (and probably the rest of your castle) to bits with your own cannon fire. Mind you, if you enclose a filthy peasant's house within your walls then the mad fools will become Grunts and attack your enemy. Hoorah!

Rampart is the sort of game you can play for a few sneaky minutes at a time while pretending to be making a cuppa, doing your homework, mowing the lawn or something. It's incredibly simple to get to grips with, very addictive and damn fine warring fun.

two player traumas

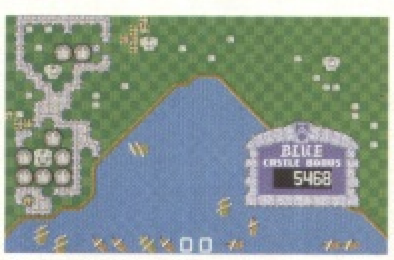
1 There aren't any ships to distract your opponent with.

2 You've got to be niftier than Robert MacAlpine in the build and repair stakes.

3 Knowing your luck, your opponent is a retired Naval Commander.



Yikes, the Vikings are coming. Quick, sing an Abba song.

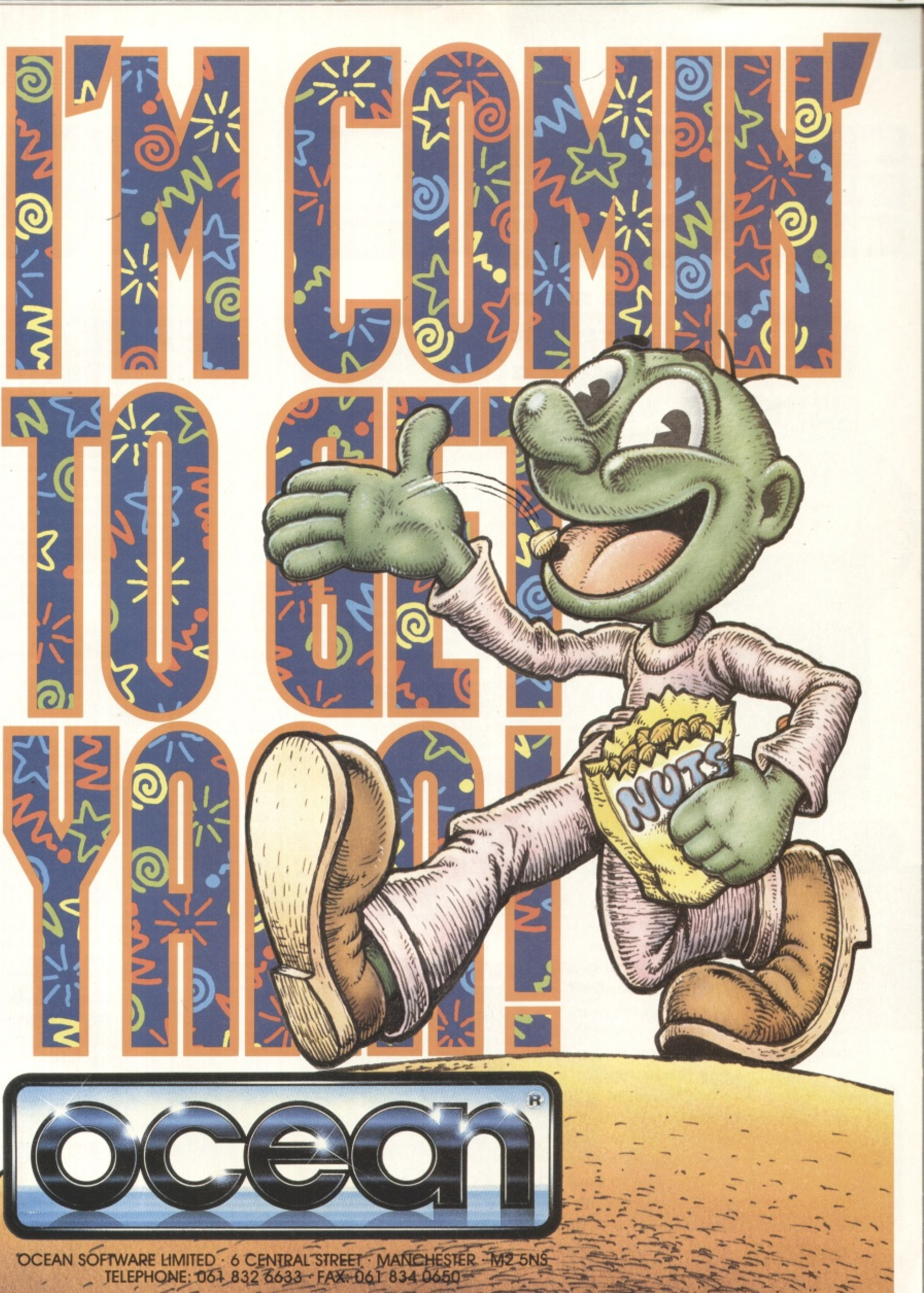


Holy crenellations, I'm done for.

RAMPART is out now from Electronic Arts on PC at £29.99.

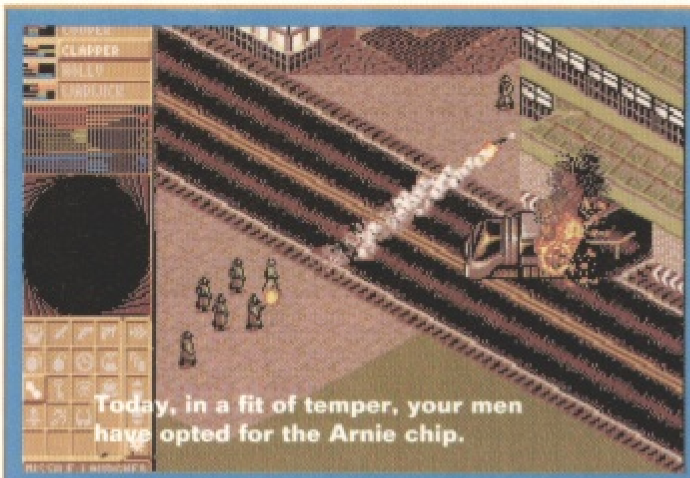
Z

Graphics	Playability	Addictiveness	Sound	Overall
84	88	89	86	86


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BOB'S YO

What croaks, is slightly reptilian and produces some rather excellent games? Here's a little clue – we're not talking Bitmaps. AMAYA LOPEZ reveals all...


Today, in a fit of temper, your men have opted for the Arnie chip.

WHODUNNIT?

The game's the baby (or Bobby) of programmer Sean Cooper, who rose to fame with the cutesy, platformy number *Flood*.. As you can see from the screenies, *BOB*'s playing area is about four times the size of the *Populous*. . Bullfrog big cheese Peter Molyneux was keen to keep the isometric viewpoint (as vectors would prove too time-consuming), but also to ensure that the game will be action packed. *BOB* is shaping up rather superbly... but we'll have to wait till November to see the end result.

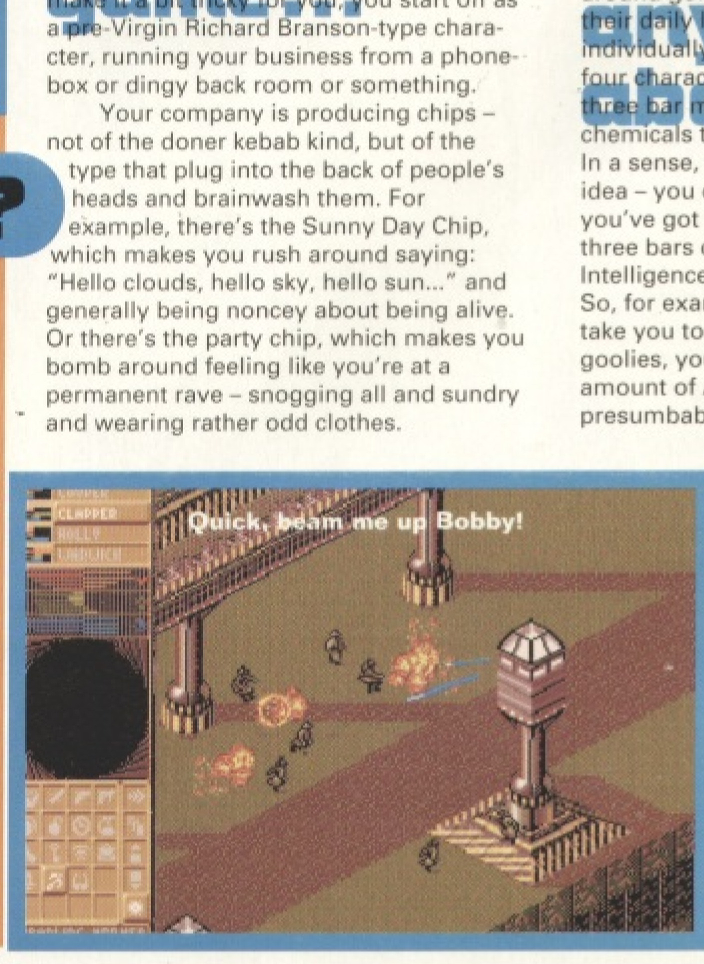
codename bob

Okay, so Bullfrog did *Populous* with loads of the little people building houses and *Powermonger* with loads of the little people fighting each other. So if this is going to follow the immensely successful 'little people' sim formula, what on earth will those inventive chaps at Bullfrog be doing next? An Australian soap sim, where you, as the omniscient scriptwriter, can control the plot and let *Home And Away* run rife with sin? Or a pop star sim where you get to blow up the Tanita Tikarams of this world? No, no, no! Bullfrog has gone all business-like and decided to produce exactly that – a business sim. *(Oh. Reader's voice.)*

but wait! This is no snorey business game...

Your first reaction might be "Bullfrog has sold out – they're obviously developing a business package for men in suits, which calculates company accounts while forecasting profits and making the coffee". But hold on – before you jump to conclusions, let's check out the scenario. The game is set in the industrialised world and your goal is to build up the hugest, bestest business corporation in the world. Just to make it a bit tricky for you, you start off as a pre-Virgin Richard Branson-type character, running your business from a phone-box or dingy back room or something.

Your company is producing chips – not of the doner kebab kind, but of the type that plug into the back of people's heads and brainwash them. For example, there's the Sunny Day Chip, which makes you rush around saying: "Hello clouds, hello sky, hello sun..." and generally being noncey about being alive. Or there's the party chip, which makes you bomb around feeling like you're at a permanent rave – snogging all and sundry and wearing rather odd clothes.


Quick, beam me up Bobby!

Alternatively, you could plug into the Marilyn Monroe chip, which presumably makes you go all buxom and gooey with a yearning for famous politicos.

Not what you'd expect really, is it? And so far no mention of spreadsheet software – it's looking good. You begin the game producing a starter kit and then progress to developing a production plant. There are 115 countries to visit, including all major cities, to expand your chipolato empire into – but you've got to watch out for those fierce competitors. You may have been the first bod to discover the Neural Chip, but the world is full of Bobby Davros who have absolutely no qualms about jumping on the bandwagon and copying your rather neat invention. After this, it's a case of dog eat dog, so you'll have to cleverly engineer your rivals' downfall. Espionage, blackmail, bribery, sabotage – all's fair in the world of biz and chips.

yes, but can you smack anyone abart?

That depends on your actions. Basically you're interacting with living, breathing cities. Cities with rush hours, train stations, residential zones, factories, offices with different floors, lifts, escalators. You name it, it's there. And all the little sprites move around going to work and getting on with their daily lives à la *Populous* – they're all individually intelligent. You get to control four characters, each one of them having a three bar make-up (or a combination of chemicals that are injected into the brain). In a sense, this works like the manna bar idea – you can only do certain actions if you've got the right combination. The three bars combination comprises Intelligence, Perception and Adrenaline. So, for example, if the sudden urge should take you to hang the man in the lift by the goolies, you'd have to have a large amount of Adrenaline in your bar, with presumbably a lot less intelligence and perception in the other two bars. Then you'll use a handful of icon commands to determine your actions, like USE, PICK UP, etc. As boss, you'll be wheeling and dealing, hiring and firing, sending out troops and agents to spy on your rivals – all in a bid for world domination. The troops go out on your behalf to create new businesses and indulge in the odd spot of violence to make sure your corporation stays top of the corps.

UR UNCLE

POPULOUS II
DATA DISK



The spanking new *Populous II Data Disk* is nearing completion. Set in Feudal Japan, your people will include karate-chopping, sushi-gobbling ninjas. Unlike *Populous II*, your people won't be able to go forth and multiply, so you've got to do your best to guard them from natural disasters – forest fires and killer hurricaines could well leave you minionless. Oh dear.

WHAT'S ALL THIS BOB BUSINESS THEN?

The codename for Bullfrog's forthcoming newie is BOB. "Why?" you might well ask? Well here's a quick quiz to test your skill and judgement. [Answers on a postcard please.]

1. All the characters sport Vidal Sassoon '60s hairstyles.
2. Peter Molyneux's best friend is Bob Monkhouse.
3. BOB stands for Blue and Orange Bloke.
4. The Bullfrog team named it after their fave Black Adder character.



...

The first winner pulled out of the hat on November 30th, 1992 will win a fab copy of BOB [or whatever it's called then].

POPULOUS II – PC

Hurrah – it's not that far away now! The swanky, hi-resolution PC version of *Populous II* is progressing nicely and due for release in the autumn.

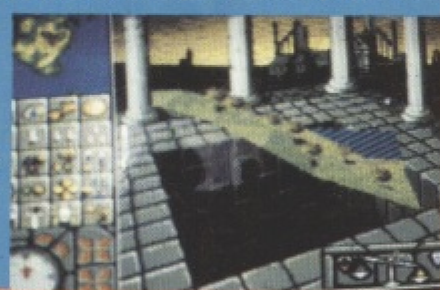
POPULOUS – GAMEBOY



The long awaited handheld version of *Populous* will hit the streets sometime in the autumn. And it seems that we won't be disappointed by it – just take a look at those sprites. Lovely.

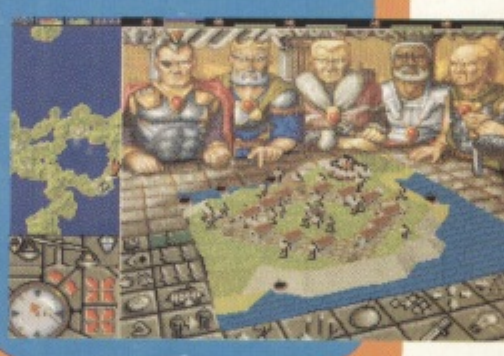
POWERMONGER
SNES

Yes – exclusively for ZERO – here's a 'work in progress' shot of *Powermonger* on the Super NES, due for release next Easter, 1993. Looks like it's all set to be the dog's doofers.



POWER-MONGER PC

Ah, this little beauty is also being developed for both PC and CD Rom, and it'll be sporting a rather souped-up, impressive front end intro. Look out for it in the shops sometime in June.



bobbing along

Bullfrog is currently developing an underwater game. Whether you'll be swimming around à la Jacques Cousteau or playing the part of a bit of seaweed or a mentally deficient amoeba remains to be seen. What I did see, however, were some rather fab sharks swimming in a mass of indigo-blue seawater. Even the very primitive stages of this game look smart – so keep your eyes peeled to these pages for more news as we get it.

BOB:
out in November from Bullfrog on PC/Amiga, price tba.

GYNOUG



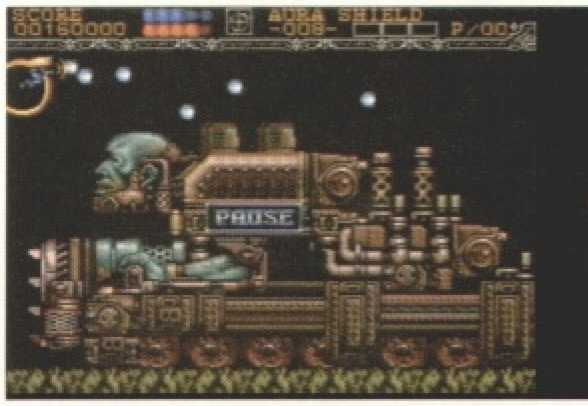


They'd stolen his cuttlefish, they'd broken his little mirror and they'd gobbled up his millet. Now he was going to make them pay.

Set on Iccus, planet of flying men, *Gynoug* is a sideways scrolling shoot 'em up. You play Wor, an airborne warrior – part man, part budgie, who has to free the planet from a gang of mutants. To do this, you have to fly through the lofty halls and guano-encrusted tunnels of your home-roost, flushing out the occupying forces.

There are six mutant-filled rounds to complete, with extra big and hard muties half-way through and at the end of each. To help you on your journey there are a number of power-ups to beef up your armament. There's also an excellent turbo-charged 'speed feather' which you can strap on, allowing flight up to eight times faster than normal. There's loads. of magic at your disposal – not rubbishy card tricks and the like, but lightning bolts, shields, a magic arrow which homes in on the meanest baddie onscreen and guardian angels which hang around like a pack of minders. Be warned, though – even with all these extras, the easiest of the three difficulty levels is still a bit of a toughie.

The graphics are good, even though most of the sprites are of restricted growth, and there's an interesting earthquake feature near the start where the whole screen rotates through 30°. Despite all this, *Gynoug* is fairly standard shoot 'em up fare – unless you're really into the schlock-horror bad guys.



The end of level foes in *Gynoug* are particularly eye-catching, in a stomach-churning, lunch-losing kind of way. Here's a pic of level two's head honcho. Pig-ugly really, isn't he? Mind you, his counterpart in level four makes this guy look like Rudie Valentino. A skinless pile of flesh, Mr Level Four appears to have undergone exfoliation treatment with a bacon slicer. Short of a skin graft, the best thing you can do for him is to end his deeply yucky existence ASAP..

GRAPHICS 82 | PLAYABILITY 80 | ADDICTIVENESS 78 | SOUND 77 | **74**

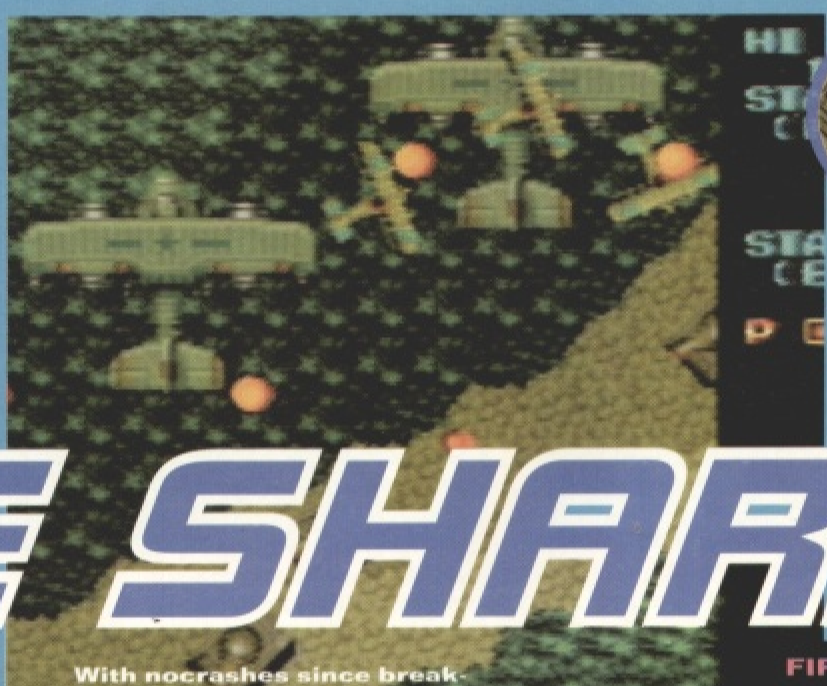
GYNOUG out now from Sega on Mega Drive, £39.99.

FIRE SHARK

An evil empire has amassed its forces in the South Pacific, the world's armies have been crushed and it's up to you to take on the bad guys in your First World War bi-plane. Thankfully, you start off with a cannon which can be upgraded with power-ups nabbed from passing blimps. You also have a limited number of bombs which will wipe out all but the butchest of targets on the screen.

The opposition boasts a wide range of different hardware. On the ground you face tanks, tank carriers, armoured trains and missile launchers. On the seas you'll find cruisers, subs, cargo ships and gargantuan battleships bristling with gun turrets. And whether over land or water, you're constantly harangued by a fleet of aircraft, large and small, which are intent on seeing you crash and burn up.

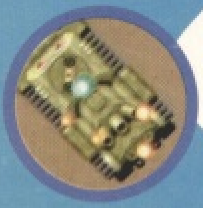
As you've probably guessed, this is a bog standard, top-down, scrolling shoot 'em up. Okay, it's frighteningly hypnotic, all mindless reflexes and no tactics, and some of the sprites are quite large and attractive. But my biggest niggle about *Fire Shark* is that many of the game elements just seem totally arbitrary. With any shoot 'em up, you don't expect the plot to hang together like an episode of *Inspector Morse*, but I ask you – a bi-plane kitted out with a laser cannon!? Even if you were a time-travelling phantom aviator (as the ludicrously guffy scenario suggests), would an antique aircraft really be your first choice of transport when faced with a heavily-armed evil empire? I think not.



With nocrashes since breakfast, it was turning into a successful day for Spanish Air Traffic Control.



Tracked Land Cruiser. Blast it!



Mobile Rocket Launcher. Bomb it!



FIRE SHARK out now from Sega on Mega Drive, £34.99.

GRAPHICS 80 | PLAYABILITY 81 | ADDICTIVENESS 76 | SOUND 72 | **74**

The Ultimate War Machine



MEGAFORTRESS is ready when you are . .

It's the enemy's worst nightmare; a nearly invincible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

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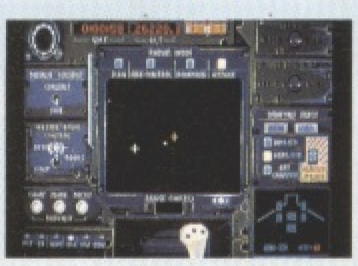
Megafortress' multi-position bomber features complete electronic countermeasures technology, terrain guidance radar, multiple missions, and a massive arsenal at your disposal. Full colour VGA graphics and Sound Blaster/Adlib sound boards support brings the reality of long-range strategic air assaults into your home.

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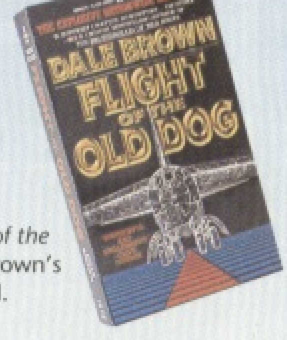
MEGAFORTRESS



Electronic Countermeasures



Offensive Weapons Station

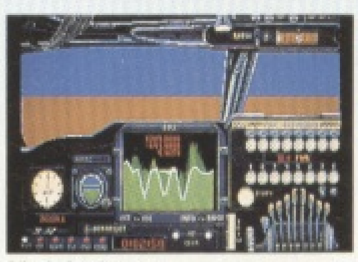


Based on *'Flight of the Old Dog'*, Dale Brown's best selling novel.

THREE-SIXTY



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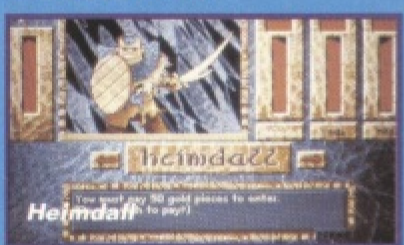


ZERO's brand new tips section is G

Welcome to the most comprehensive guide to multi-format game cheating and tippery in the cosmos. This month, we'll introduce you to all the new sections and also treat you to a stomping eight-page pull-out A-Z of cheats! Wooooooh!

MAD OR WHAT!?

OLIVER COLLINS from ELGIN in Scotland reckons that the following holds true for Core's corking *Heimdall.* On level one, go to the first shop and sell the Ammeth Key and you will get the money *and* keep the key (not bad at all). Oliver goes on to say: "I do not know if this'll work on your computer, but it sure worked on mine!" (Yeah – a likely story!) Is he MAD OR WHAT!?



PAUL HAMMOND from CHESHIRE reckons that in *WWF*, on the screen showing the crowd and the flashing lights, if you type in: HULK HOGAN WEARS FLUFFY YELLOW KNICKERS (without the spaces), you'll get infy energy. Is he MAD OR WHAT?! You – the reader – can decide.

If you think Oliver Collins of Elgin is telling the truth, and Paul Hammond from Cheshire isn't telling porkies, write in and tell us and we'll send them a prize. If you think they're mad, write in and tell us and we'll send them a surprise 'goodie bag' full of Duncan MacDonald's dog ends. Write to: MAD OR WHAT!? ZERO, 19 BOLSOVER STREET, LONDON W1V 2BP.

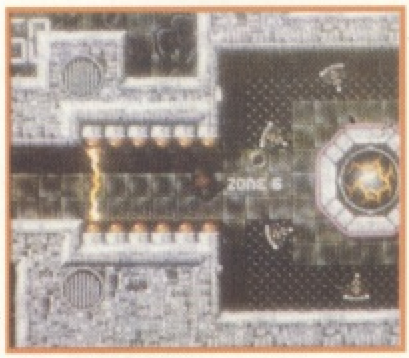
POPULOUS 2

AMIGA ESTEE

Here's a cheat from **Sam Davies** in **Penarth**, Wales (Penarth is the birthplace of rock god Shakey Stevens by the way, fact fans!) It's for Bullfrog's fab *Populous 2*, and it enables you to get any kind of hero without needing any mana. First, find the icon for the hero you want to use, then count the number of the spell (eg the hero in the Man section is 3). Now keep your finger on the spell number and click lots of times on the icon with the right hand mouse button to turn your leader into that hero.



ALIEN BREED



AMIGA

If you're having major probs in Team 17's space station blaster, *Alien Breed*, try out this handy cheateroonie from **Leo '*Alien Breed* Addict' Pitt**, who lives in sunny **New Malden**. Stand by the deck lift on level two and log on to the Intex terminal in the room below. Once the main menu is shown on the screen, type: Cheat. The terminal should use its titanic wit to reply: Try Harder, showing that the cheat has been activated.

TITUS THE FOX

AMIGA ESTEE

We gave you the first eight level codes for Titus' foxy plattie number last month, but **Gavin 'Game-buster' Colley** of **Southampton** has come up with the next eight. Here they are...

level	passport
9	6390
10	8612
11	4187
12	1350
13	9813
14	5052
15	3360
16	2045



MIKE GERRARD'S ADVENTURE TIPBITS

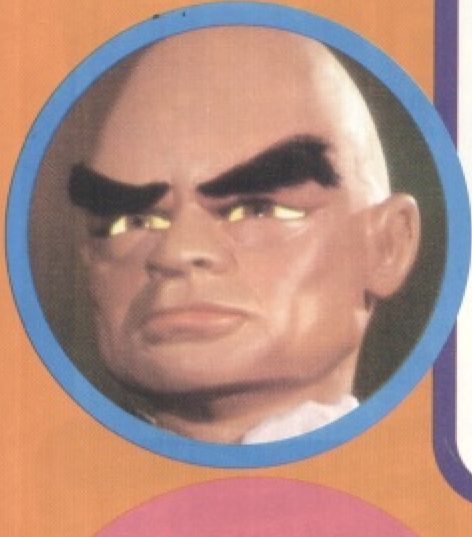


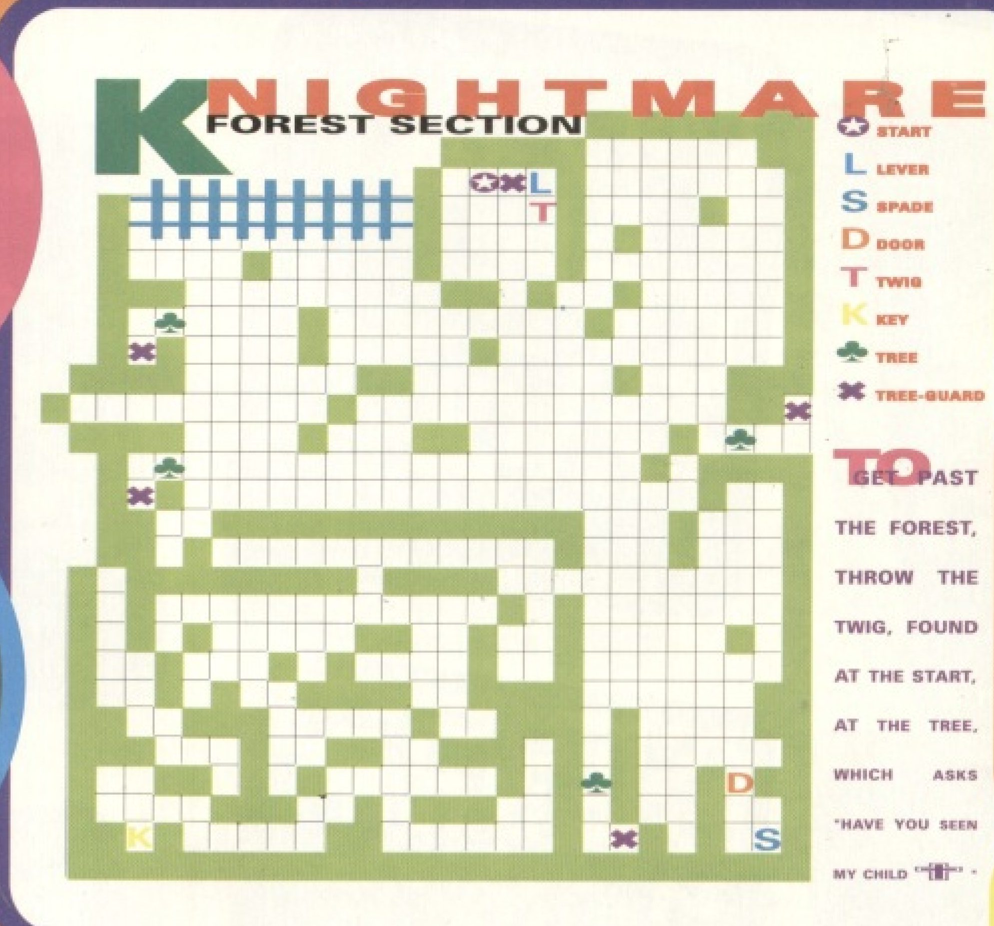
Mike Gerrard, adventure aficionado, is back next month with a new, adventure-dedicated helpline. Stuck in an adventure title? Need information on new or old adventure releases? Maybe you can offer help to other adventurers who are stuck in games? Anyway, this is the place to do it. Drop a line to: MIKE GERRARD'S ADVENTURE TIPBITS, ZERO, 19 BOLSOVER STREET, LONDON W1P 7HJ. Remember, this bit is for adventures only – all other types of games can naff off!

THE BALANCE OF POWER

This is the page where Good combats Evil.:. and the outcome is up to you! On the right-hand side of the page, goody-goody Brains represents International Rescue – righting wrongs, solving game snags and generally rescuing gamers stuck in mid-play. On the other side of the page, the evil Hood seeks to confound the agents of goodness by throwing more game dilemmas and problems at the unsuspecting Brains. If you write in with cheats, tips and hints, or even answers to some of The Hood's game posers, your efforts will be printed on the side of the good guys and you'll receive a jolly smart reward. If you write in with a game question or problem, you could well make an appearance in The Hood's column. The side of the page with the most response will grow physically larger and dominate the page. Will it be the good guys? Or will the forces of Evil prevail? It's all up to you! Yes – the fate of the page hangs in the balance, so get scribbling to: THE BALANCE OF POWER, ZERO, 19 BOLSOVER STREET, LONDON W1V 2BP.
Here's a sample to give you the idea...

Q1: "I have a game called *Knightmare* for the ST and you go through a door and the next door is locked. I have tried everything but I can't do it." Ha, ha, ha! Vell done, CARL PALLETT from PETERBOROUGH. That vill fox the cursed International Rescue! Ex-cell-ent.





A1: N-n-n-n-n-not so fast, Hood. M-M-M-M-Martin Rennie from Hayling Island has helped me rescue young Carl with this m-m-m-m-m-marvellous map of the forest section of *Kn-n-n-n-nightmare*. F.A.B.

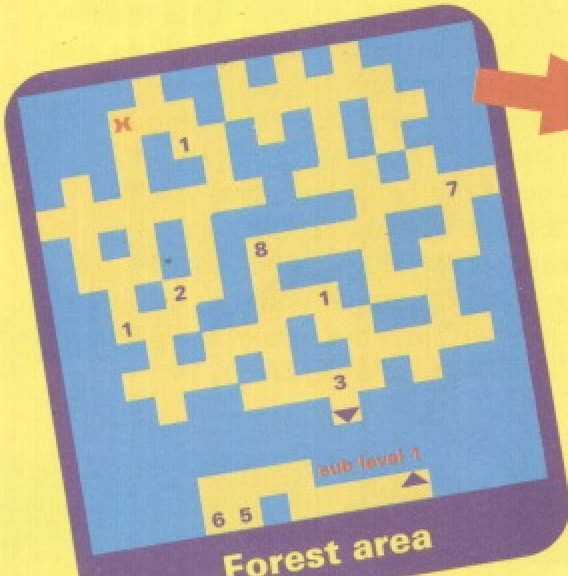


Q2: Bah, foiled! Very vell, try helping SCOTT FRANCIS from SAUNDERSFOOT, you stuttering fool. "I recently bought *Robocod*, but my mates will not tell me what the tip is you printed in your March issue. Please, please, please could you assist me – I am stranded!" Heh, heh, heh.

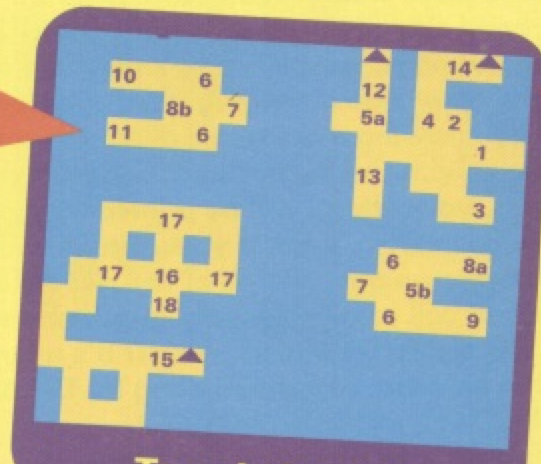
THUNDERBIRDS IS NOW SHOWING ON BBC 2 FRIDAYS AT 6PM. BIG KISSES TO AUNTY BEEB FOR LETTING US USE THE THUNDERBIRDS PICS. F.A.B.

A2: Oh, b-b-b-b-b-ut that's easy, Scott. According to Dan Scott from Northwich in Ch-Ch-Ch-Ch-Ch-Cheshire, when you come to the first side-roof on the l-l-l-l-level selection screen, jump up and c-c-c-c-collect the items found in this order: cake (C), hammer (H), earth (E), apple (A), and tap (T – CHEAT, g-g-g-g-g-geddit?) This gives you in-ini-in-in-invincibility on all but the last two levels. F.A.B.

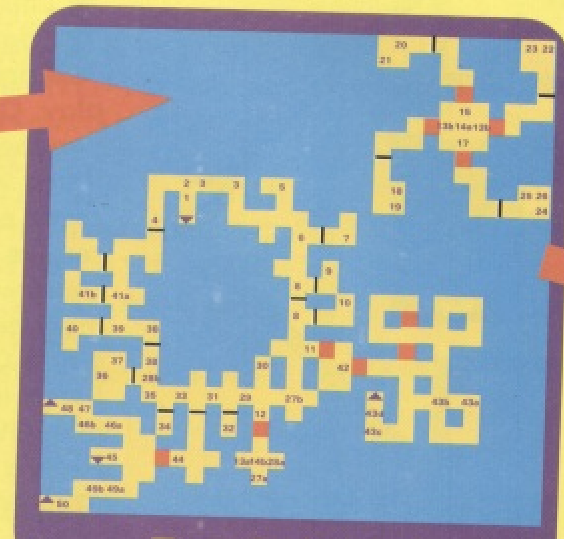
eye of the



Forest area



Temple level 1



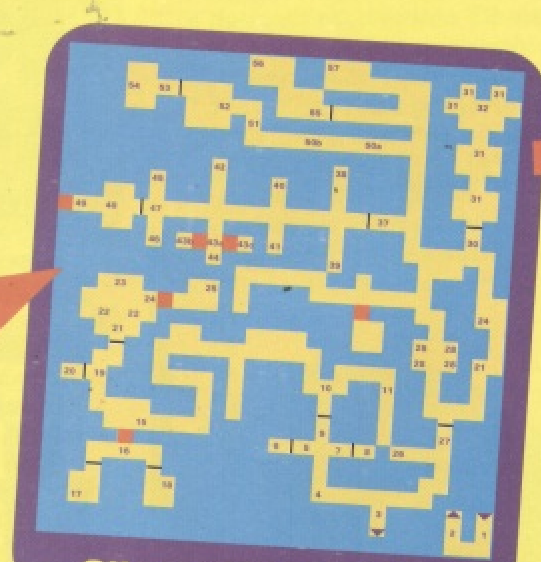
Temple level 2



Catacomb level 4



Silver Tower level 1



Silver Tower level 2



Azure level 3



Azure level 4



Frost Giant Prison Level

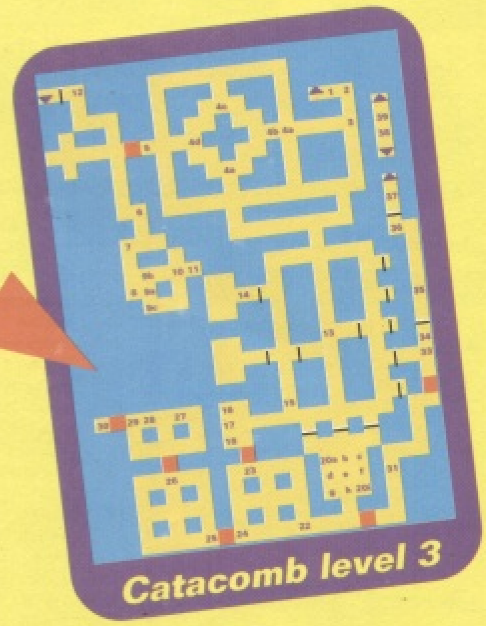
beholder II



Catacomb level 1



Catacomb level 2



Catacomb level 3



Silver Tower level 3



Azure level 1



Azure level 2



Crimson Tower level 1



Crimson Tower level 2

KEY

- Wall
- Door
- Stairs

This is a basic key which applies to all maps. For a more in-depth description of what the numbers on the maps mean, flip the page...

eye of the beholder II



1 Forest Area

1	rocks
2	old lady
3	illusionary wall – leads to sublevel 1
4	back to forest
5	+2 leather armour
6	scroll – blur
7	two arrows
8	entrance to Darkmoon

2 Temple Level 1

1	entrance
2	two priests
3	woman
4	seal of the four winds
5a/b	teleporter/receiver
6	plaque
7	symbol of resurrect
8a/b	teleporter/receiver
9	teleport to 5a
10	teleport to 5b
11	teleport to 5a
12	to temple 2 loc 1
13	to catacomb 1 loc 1
14	to Silver Tower 1 loc
15	to temple 2 loc 45
16	from temple 2 loc 47
17	Darkmoon Priest
18	priest/scroll – true seeing

3 Temple Level 2

1	to temple 1 loc 12
2	priest
3	copper lock
4	copper lock
5	scroll – invisibility
6	priest
7	spellbook, lockpicks
8	copper lock
9	copper key
10	3 priests
11	magic mouth
12	statue
13a/b	teleporter/receiver
14a/b	teleporter/receiver
15	copper key
16	green gem
17	blue gem
18	4 iron rations
19	2 iron rations, two-handed sword, tropelet seed
20	pressure pad, 3 Darkmoon priests
21	tropelet seed, plaque
22	lords
23	plaque
24	plaque
25	2 potions – extra healing, potion – healing, potion – vitality
26	wand/magic misile, scroll – lightning bolt, tropelet seed (used to grow teleporter at 14a
27a/b	teleporter/receiver

3

28a/b	teleporter/receiver
29	pick lock
30	2 magic dust
31	pick lock
32	magic dust, corpse
33	crimson lock
34	priest
35	pick lock
36	to catacomb 3, loc 17 or prison loc 6
37	copper key, scroll – improved identify
38	copper lock
39	2 priests
40	2 scrolls – create food
41a/b	2 priests
42	azure seal
43a	niche
b	button
c	4 priests
d	to Azure Tower 1, loc 1
44	insert all talon pieces (ensure you have all 3 pieces), longsword +4
45	to temple 1, loc 15
46a/b	pressure pad – fireball trap
47	pit
48	to Crimson Tower 1, loc 1
49a/b	pressure pads
50	4 priests, stairs to Crimson Tower 1, loc 5

4 Catacomb Level 1

1	to temple location 13
2	pressure pad
3	2 guards
4	lever
5	guard, rations
6	barrels
7	pressure pad
8	grey key
9	grey lock
10	thief
11	guard
12	to catacomb, location 13
13	to catacomb, location 12
14	spider trap
15	under body - scrolls
16	grey lock
17	2 guards
18	pit trap
19	secret passage
20	to catacomb 2, location 49
21	grey lock
22	grey lock
23	4 guards
24	+1 dagger
25	horn
26	pad
27	2 guards
28	to catacomb 1, location 29
29	to catacomb 1, location 28
30	to catacomb 2, location 1
31	to catacomb 2, location 47
32	to catacomb 1 location 33
33	to catacomb 1, location 32
34	cursed weapons
35	A/Bspider trap/secret passage

5 Catacomb Level 2

1	to catacomb level 1, sub 2, loc 32
2	keyhole – use grey key
3a	fireball trap
b	skull key (after trap set off)
4	skull lock
5	4 skeletons
6	4 skeletal warriors
7	3 skeletal warriors, Darkmoon Priest
8	3 skeletal warriors, Darkmoon Priest, skull key (once killed)
9	skull lock
10	3 skeletal warriors, priest
11	robe +1, dagger +2, skull key
12	door must be forced open
13	4 skeletal warriors
14+	2 skeletal warriors + priest, at b
14a	scroll of neutralize poison
15	+2 axe, +2 short sword, 2 cleric scrolls + unimportant items
16	niche contains Darkmoon key and scroll
17	secret button opens west wall
18	2 potions
19	illusionary wall
20	button in north wall
21	femur
22	button on south wall
23	skull
24	button on north wall
25	button on south wall
26	button on north wall
27	Dwarven cleric – Shorn
28	button on south wall
29	decomposed body – resurrect
30	button on north wall
31	2 priests
32	skull lock
33	2 priests – when killed drop symbol and key
34	shield +1, plate mail +2, long sword +1, helm +1, iron ration, spellbook, skull key
35	female warrior
36	2 priests
37	secret button
38	illusionary wall
39	Darkmoon lock
40	niche
41	journal entries
42	blood
43	letter
44-46	pressure pads
47	to catacomb level 1, sublevel 3, loc 33
48	to catacomb level 3, sublevel 3, loc 39
49	to catacomb level 1, loc 22
50	throw rock, hit button on west wall – cell door opens
51	pick lock on west wall
52	scroll – lightning bolt, skull

6 Catacomb Level 3

1	leads to catacomb level 2, location 45c
2	writing
3	avoid this!! Trip stone-traps party completely
4 A-E	press button A- or get dizzy
5	west wall an illusion
6	gelatirous cube – button east opens door – south
7	pressure plate
8	staff +1, skull
9	magic items
10	5 margoyles
11	button east wall
12	spider lock
13	mage scroll
14	2 margoyles
15	spider lock
16	robe+1, scroll, amulet
17	portal- requires stone gem
18	B rations + key
19	spider lock
20	pressure plates
21	button east wall
22	6 margoyles
23	button north wall
24	west wall illusion
25	5 margoyles
26	north wall illusion

6

22	bullete – key
23	pressure plates
24	fallen through pit – land here
25	fallen through pit – land here
26	fallen through pit – land here
27	insert, then remove eye of Talon
28	pressure plate
29	crystal lock
30	levers
31	button north wall
32	basilisk
33	button south wall
34	fallen through pit – Azure level 1
35	fallen through pit – Azure level 1
36	fallen through pit – Azure level 1
37	fallen through pit – Azure level 1
38	fallen through pit – Azure level 1
39	fallen through pit – Azure level 1
40	pressure plate
41	pressure plate
42	pressure plate
43	pull lever A+B
44	pressure plate
45	pressure plate
46	bulette
47	shell key + scroll
48	crimson key
49	pressure plate
50	pressure plate
51	pressure plate
52	pressure plate
53	pressure plate

7 Catacomb Level 4

1	to catacomb level 3, loc 12
2	scratch marks
3	rock, key, 2 femurs, 2 skulls
4	ant lair
5	broken jars
6	femur, 2 daggers
7	2 femurs
8	darts, dagger +1
9	boots
10	shield +1, femur
11	chainmail, dagger, longsword
12	skull, helm
13	helm, plate mail, boots, potion – cure poison, horn, longsword +1

8 Silver Tower Level 1

1	lead to temple 1, location 14
2	light pads
3	four mantis warriors – bone key
4	lever turns pad off
5	bone lock
6	button in north wall
7	mantis eggs
8	cursed sword
9	plaque
10	place small item in niche for a wand
11	plaque
12	mantis warrior
13	mantis warrior
14	dying mantis warrior
15	Tanglor sleeps here, 7th level fighter
16	mantis
17	magic mouth – place three bones
18	mantis lock
19	copper lock
20	2 mantis warriors
21	mantis
22	throw item at C, press A
23	mantis key
24	end here if fell through 22B
25	end here if fell through 22C
26	A-B teleporter – A to B
27	mantis, two scrolls
28	iron rations
29	mantis lock
30	mantis warrior
31	remove left gem – then replace
32	copper key, sphere and mantis idol

7

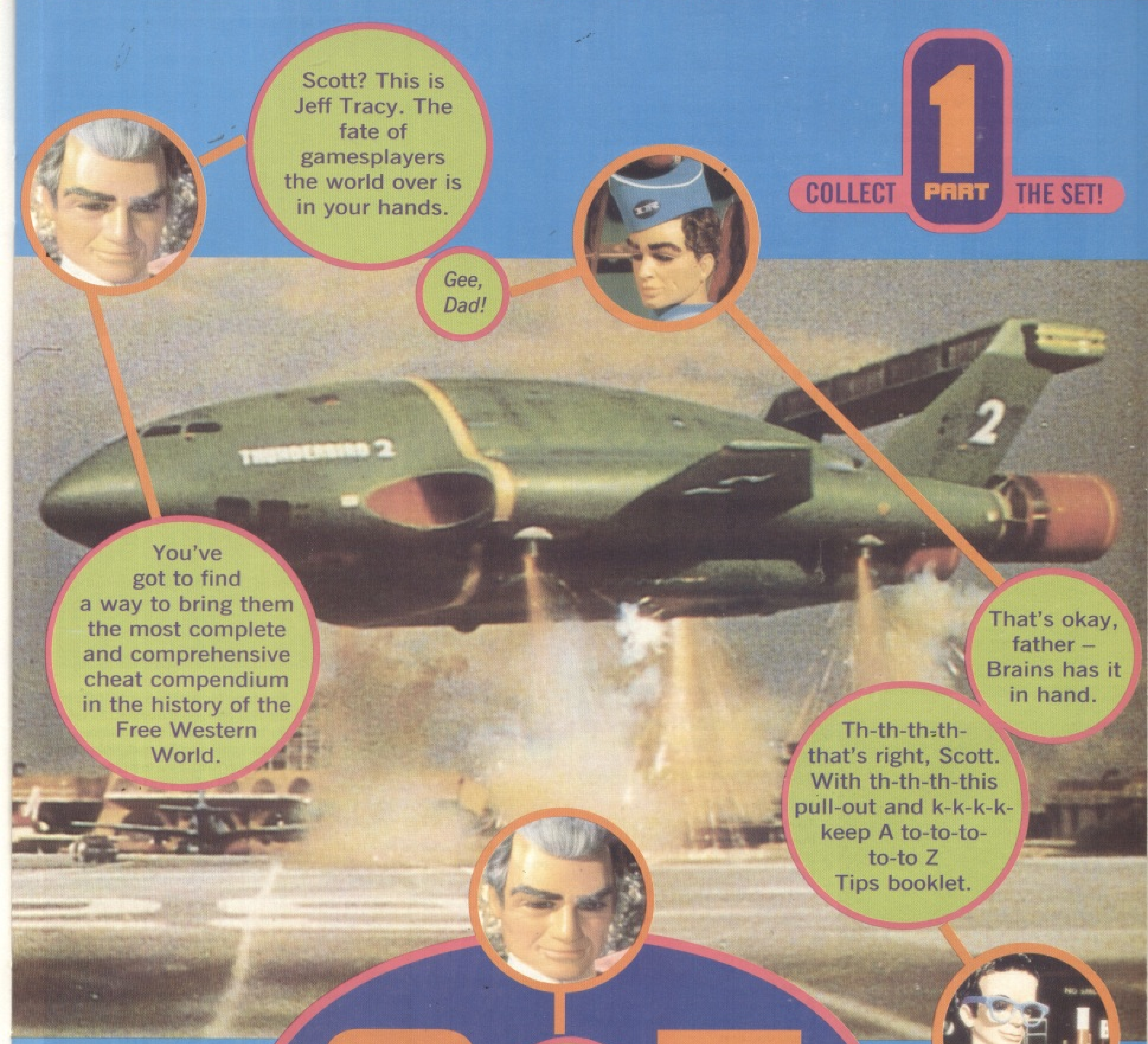
33	lead to locaton 19
34	bone lock
35	3 giant wasps
36	2 giant wasps
37	4 giant wasps
38	copper key, femur, potion
39	nest
40	pressure plates
41	party lands here after falling through 40B
42	party lands here after falling through 40C
43	party lands here after falling through 40D
44	party lands here after falling through 40E
45	A-B teleporter
46	plaque
47	button bottom of west wall
48	copper lock
49	spirit appears
50	teleporter – don't use!!
51	A-B use this teleporter – leads 51B, then from here to Silver Tower level 2, location 1

9 Silver Tower Level 2

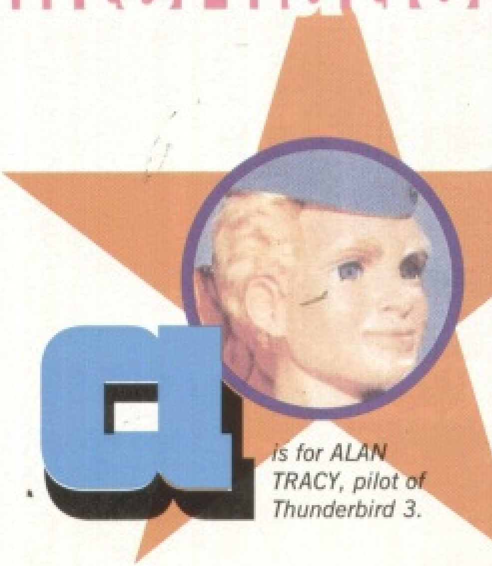
1	leads to Silver Tower level location 51B
2	leads to Silver Tower level 2 location 3
3	leads to Silver Tower level 2 location 2
4	plaque
5	plaque
6	fireball fired at party
7	plaque
8	gas spore
9	plaque
10	magic mouth – move away quickly
11	flying snake
12	door has to be forced open
13	rotten food
14	snake
15	snakes – Darkmoon key
16	spirit – go to 17
17	bone key
18	wrong choice
19	Door opened when mouth location 40 is happy
20	red gem
21	gas spore
22	snake
23	niche
24	button on east wall
25	boots, armour, sword, polearm
26	mouth
27	bone lock
28	gas spore
29	snake at each location
30	Darkmoon lock
31	snake
32	bow, arrows, potion + parchment
33	south wall an illusion
34	plaque
35	niche – turns small items to rock
36	leave priest alone!
37	Darkmoon lock
38	mouth – give rotten food
39	mouth – give 5 rocks
40	mouth – give mantis idol
41	mouth – give red gem
42	stone mouth
43	hack west wall
44	mouth- give cursed polearm
45	mouth – give potion
46	mouth – give parchment
47	door opens when riddles have been answered
48	Dran appears
49	lead to Silver Tower level 3, location 1
50	press button on floor of north wall
51	watch compass, turn 180 degrees
52	snake
53	snake
54	gas spore – niche

FREE PULL-OUT SECTION!

COLLECT **PART 1** THE SET!



A–Z TIPS BOOKLET



a is for ALAN TRACY, pilot of Thunderbird 3.

ACTION FIGHTER
Amiga/ST
Type in ZBACKDOOR as your name on the hi-score table for infinite lives and energy.

ADVENTURES OF LOLO III
NES
To get it on with Lolo, enter these nifty passwords to skip the first three levels: 2222 2222 2222 2222.

AFTERBURNER
Amiga/ST
Pause the game and type THUNDERBLADE. Unpause the game and use the following keys for gratuitous cheat effects: G – extra missiles, < – jump forward a level, > – jump back a level, and N for extra lives.


AFTERBURNER

AFTERBURNER
Master System
When you die, press 1, 2 and Up for a continue!

AFTERBURNER II
Mega Drive
If you hold down the following buttons in the following rounds during refuelling, you can increase your stash of missiles to 100! Round 3: Left and B; Round 5: Right and B; Round 9: just B; Round 11: Right and B; Round 13: Left and B; Round 16: Right and B; Round 19: just B; Round 21: Right and B.

AFTER THE WAR
Amiga/ST
During the first stage, press ALT+B+1 for infinite energy and time, or ALT+M+1 to jump to the second stage.

AIR DRIVER
Mega Drive
To get to the last guardian of the whole game, go to the map screen and place the cursor on a place which is non-selectable.
Then hold down Start and press B, A, A, B, C, B, A, and B. Then hold down C until the screen fades and you face the boss!


ALTERED BEAST

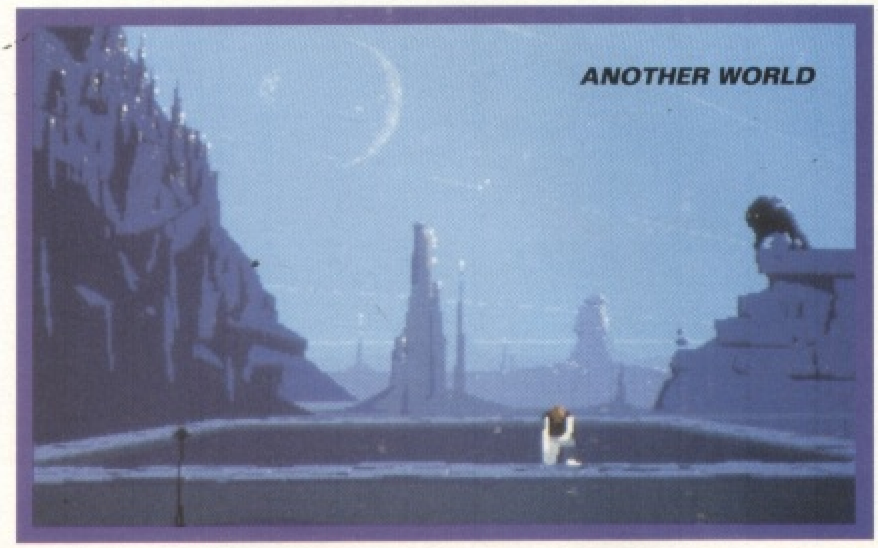
ALIEN BREED
Amiga
Log onto the computer on level 2 and try typing one of the following: ALIENS ARE FAGGOTS, PUFFNUTS MODE, BEN JOHNSTONE TRAINED THESE ALIENS, GALLUP or LIVERPOOL.

ALTERED BEAST
Master System
To start with six lives instead of three, push the directional pad diagonally Up and Left and press button 1 repeatedly when the Master System logo appears onscreen.

ALTERED BEAST
Mega Drive
Press and hold A, B, C, Down and Left, then tap Start to choose which beast you are!

AMC
Amiga/ST
A few access codes: NOSTROMO, DISCOVERY, ENTERPRISE, DAGOBAH, REPLICANT, KRULL, METROPOLIS.

AMNIOS
Amiga
Try these levels codes: PLFRmnLQSn, LSnBRGnSLQ, LKmCTKSCDF, STBnLmRCHL, RCHLmCLRMS and THBSTSSTFT.


ANOTHER WORLD

ANOTHER WORLD
Amiga/ST /PC
The following is a complete list of entry codes for the 12 levels: EDJI, HICI, FLLD, LIBC, CCAL, EDIL, FADK, KCIJ, ICAH, FIEI, LALD, LFEK.

APB
Amiga/ST
Type ALF into the hi-score table for infinite demerits. On the Amiga, press the fire button down and push forward on the joystick while the music is still playing. Now you can elect to start on any one of the 16 levels.

APPRENTICE
Amiga/ST
Press Tab, then one of the following passwords: DRUID, WIZARD, SPELLS or FAERIE.

ARCHIPELAGOS
Amiga/ST
When asked to choose an island, select 8421 and then press Enter twice. Now you can select any island from 1 to 9999.

ARCUS ODYSSEY
Mega Drive
More password japes. Try these:
Level 5:
JBMGNUUMEB.
Level 6:
KBMEMUQQFA.
Level 7:
KBMEMUQU4F.
Level 8:
KYMEMUUO5F.

ARKANOID
Amiga/ST
For a stomping extra 33 levels, type F3 for a one-player game and F4 for a two-player game (instead of F1 and F2).

ARKANOID II
Amiga/ST
Press Capslock and type DALEY88 for infinite lives. Alternatively, on the title screen, type PETEJOHNSONWANTSCHEAT (no spaces) and S will open the exits at any point.

ARMALYTE
Amiga/ST
Dead straightforward, this one – pause the game and type in Delta 3 for infinite lives.

ARMY MOVES
Amiga/ST
The code for part two is 101069. In the first part, hold down ALT+1+D for immunity, and for the same effect in the second part, hold down ALT+1+J. Also, you can type in KARENBROADHURST for infinite energy.

ARNOLD PALMER'S GOLF
Mega Drive
For a secret surprise, start a new game and take 100 strokes on any hole without putting the ball away (shouldn't be too difficult for some). When you see 'Game Over', press Up, Up, Down, Down, Left, Right,



Left, Right and Button A... you'll find yourself in Fantasy Zone! This next one's a bit of a Mary Poppinesque mouthful, but indispensible if you want to finish the game: FOzp5uY4PgURLz8mtAq PmXigakQgmzrOgE. We'd like to see Dick Van Dyke pronounce that!

ASTRO MARINE CORPS
Amiga/ST
Level codes: NOSTROMO, DISCOVERY, ENTERPRISE, DAGOBAH, REPLICANT, KRULL, and METROPOLIS.

ATOMIC ROBOKID
Amiga/ST
On the title screen, type TUESDAY 14TH for a cheat menu.



ATOMINO
Amiga/ST
Try these passwords: PLANKTON, INFERNAL, TAURUS, PHOTON, SOUP AND SULPHATE.

ATOMIX
Amiga/ST
Hit Help to enter password mode and enter TIME for a frozen stop-watch.

AWESOME
Amiga/ST
At the energy swap screen, move the pointer to where you get your shield. Now hold down + on the numeric keypad and press Fire. The screen will flash, and during play F1-F10 will give you all the different weapons, F1 will disable enemies, and F6 will restore energy.





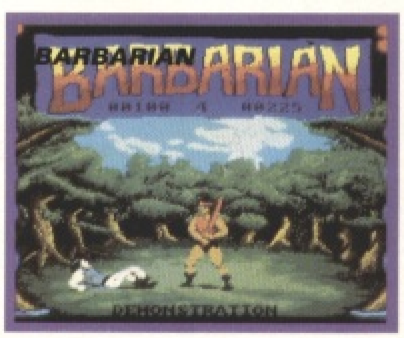
B *is for BRAINS, the, er... brains behind the International Rescue team.*

BAAL
Amiga/ST
Type in LOVEBUNDLE as your name in the hi-score chart to use the game's in-built trainer mode.

BACK TO THE FUTURE II
Amiga/ST
Pause the game and type in 'THE ONLY NEAT THING TO DO' (complete with spaces) and you should bag yourself infinite lives. And that's not all – pressing Z will skip a level.

BACK TO THE FUTURE III
Amiga/ST
To get infinite lives, just type in the following on the storyboard sections. Level 1: ROTTEN CHEAT; level 2: LOUSY CHEAT; level 3: LOW DOWN CHEAT.

BAD DUDES
NES
For 64 lives, hit B, A, Down, Up, Down, Up on joypad two, then press Start on joypad one.



BARBARIAN
Amiga/ST
Press 0 then 4 then the left-hand minus sign. Then press 0 and 8 and the minus sign again. Now press 5 and 9 to become invincible.

BATMAN
Gameboy
If you want to access the secret Sound Test mode and hear all the noises that appear in the game (well, you might be bored or something), hold down Up/Right on the joypad and press Start. When the words 'Sound Test' appear, you can hear the different noises by pressing Up and Down on the pad.

BATMAN
NES
To get unlimited continues in the Super NES version, all you've got to do is press Up, Up, Down, Down, Left, Left, Right, Right and then B and A at the same time. If that doesn't work, try the Batphone!



BATMAN THE MOVIE
Amiga/ST
Type JAMMMM on the Amiga title screen and the screen should flip over. Press fire to start and now F10 will skip you a level. The same applies for the ST version, except type MAJJJJ instead.

BATTLEBULL
Gameboy
The last level code is 4F**.

BATTLE SQUADRON
Amiga
Type in CASTOR while playing and the border will flash. Now you'll be immune to energy loss, while F6-F10 will cycle through the weapons and F1-F5 will cycle through the power settings.

BATTLETOADS
NES
To get five lives, hold down A, B and Down on the title screen and press Start.

BATTLE VALLEY
Amiga
Type in ROGER MELLIE THE MAN ON THE TELLY (with spaces) for infinite tanks.

BEACH VOLLEY
Amiga/ST
Type DADDYBRACEY while playing, so that F1 will advance you to the next level.



BEAST BUSTERS
Amiga/ST
Pause the game and – spookily enough – you can still move the crosshair around with the screen frozen.

BEVERLY HILLS COP
Amiga/ST
Here's a cheat that Eddie Murphy himself would be proud of. Click past the title page and onto the difficulty page. Then type in MELLIE and you should be able to access all the games. Phew!

BILL AND TED'S EXCELLENT ADVENTURE
Gameboy
Here's yet more passwords to this most un-triumphant game: 555 4234, 555 6767, 555 4118, 555 2989, 555 6429 and 555 1881.



BILL AND TED'S EXCELLENT ADVENTURE
Lynx
Try this password to get seven time periods! DADS JADE JIJ8 6AZ9.

BIO-CHALLENGE
Amiga/ST
Pause with Esc and then G will advance you to the end of the level.

BIONIC COMMANDO
NES
To skip a level, press A, B and Start all at the same time.

BLADES OF STEEL
NES
Hold down A and B on both controllers and press Start on controller one to start the game with no goalies!



BLUE LIGHTNING
Lynx
To get a points bonus on level four, don't fire for 30 seconds. The last level code is LIFE, or try PLAN, NINE, LOCK, HAND and FLEA.

BLUES BROTHERS
Amiga/ST
On the character selection screen, type in HOULQ followed by the level you want (eg for level 5, type HOULQ5).

BOMBER
Amiga/ST/PC
Type in BUCKAROO as your name for access to all 16 missions. On the PC, type SO WHAT DO I DO? on the pilot screen, then press Z in game for supersonic speed.





BOMBUZAL
Amiga/ST
Some level codes: ROSS, TREE, RATT, LISA, SINK, DAVE, BIKE, IRON, BIRD, LEAD, TAPE, WEED, VASE, RING, PILL, GIRL, SPOT, GOLD, PALM, OPAL, LOCK, SONG, SAFE, FIRE, WORM, LAMP.

BOULDERDASH
NES
Here are the passwords – the whole lot of 'em!
Ice: 635870.
Sand: 840137.
Ocean: 840967.
Relic: 225378.
Volcano: 752053.



BOXXLE
Gameboy
All the passwords: BDBD, DBBD, GBBD, HBBH, JBBJ, KBBK, LBBL, MBBM, NBBN, PBBP and QBBQ.

BRAT
Amiga/ST
Level codes: SUMATZEE, NOKITAGO, MOZIMATO, MOKIMITEMO, ITSANONO, NAGAITSU. Or try pressing 1, / and 8 to skip a level.

BSS JANE SEYMOUR
Amiga/ST
Try bunging in these lovely level codes: SLUMBER, INTEREST, BULKHEAD, SHOWROOM, MUSHBASH.

BUBBLE BOBBLE
Master System
Try these passwords: IEV617WR, IEIXEXPE, IEPXM2IM, IEUMKRV4, IERPB7VX, IEJOM465, IEXKFYDO and IE7CB72V. If you fancy a surprise package, you could go to the Password option and press Pause then 1, Left, Down, Up, 1, Up, 1, Up and Pause to get a whole load of stuff!!

BUBBLE BOBBLE
Gameboy
Spook! More passwords: 4LL1, 1GBF, HTB3, KZBJ, VLT1, KGLD and VLT3.

BUBBLE BOBBLE
NES
Here's a couple of passwords to try: GEJFJ, EECJJ and EECFG.

BUDOKAN
PC
Move your fighter to the bottom right-hand corner and then press B to go to a *Breakout* sub-game!

BUGS BUNNY II
Gameboy
Here are some of the passwords: WORD, SHOP, LOVE, DATE, ZOOM, GOLD, DISK, SIZE, UNIT, SONG, NOTE, KING and GIFT.

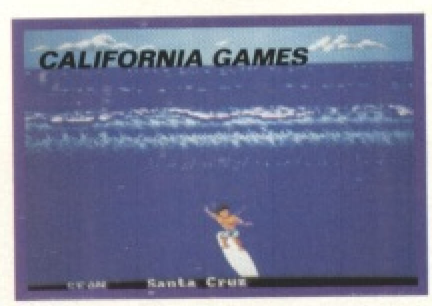
BURAI FIGHTER DELUXE
Gameboy
All the passwords are here!
Eagle: HGKM, CPFG, JJCM, DKLF.
Ace: GBHL, MHCB, CDMN, KDPG.
Albatross: HGNC, BMHB, DGBF, JGJH.
Ultimate: LMCJ, CCHL, HFKP, BNGN.



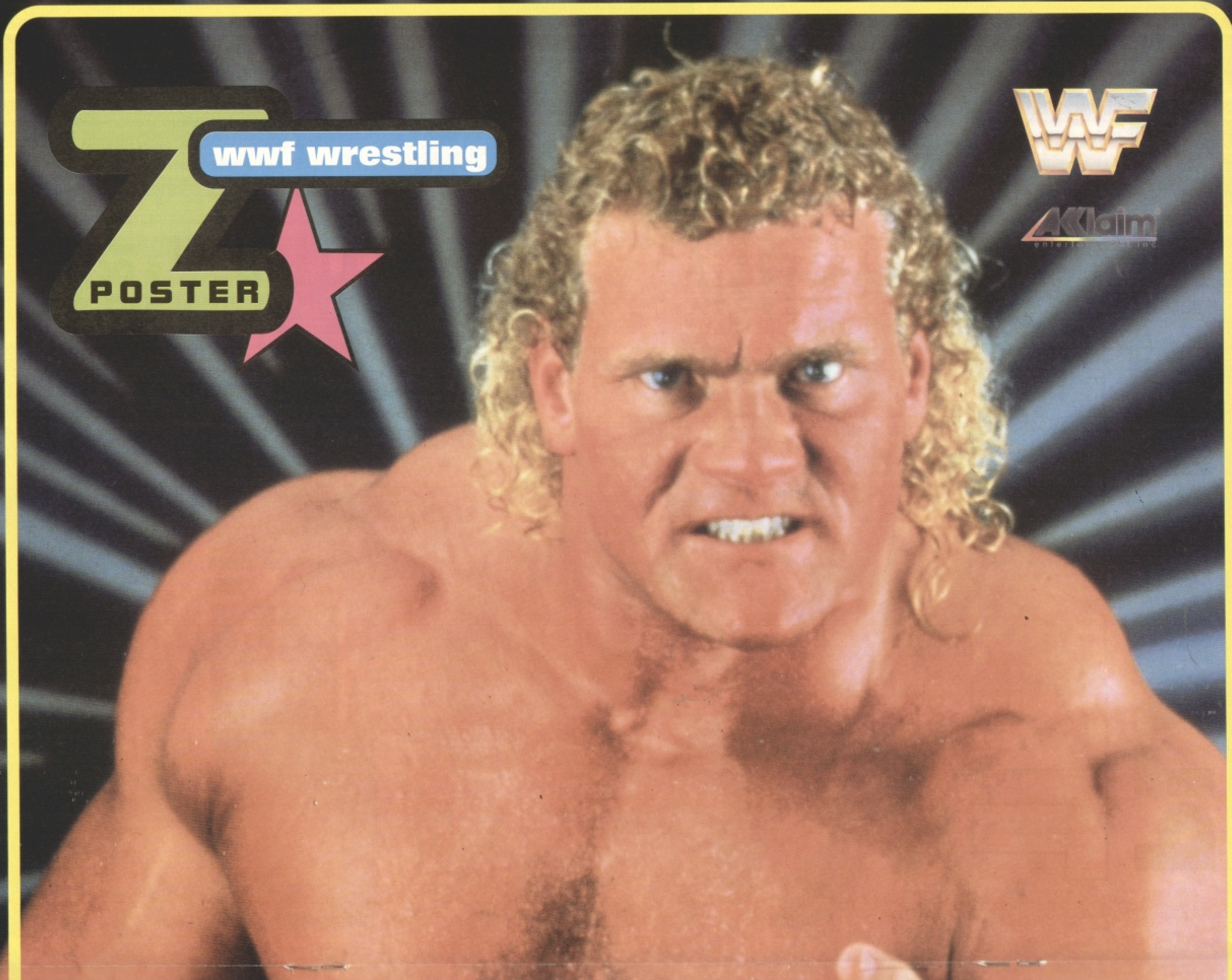
C *is for CRAFT, the smallest of which is Thunderbird 4.*

CABAL
Amiga/ST
Type SCHLIKA during play. The border will flash and now F2 finishes the level.

CALIFORNIA GAMES
Lynx
Want to be a superstar biker? Well grow your hair and don't wash. Alternatively, try your luck at performing a super jump in the BMX section by pressing A and B as your front wheel takes off from the edge of any ditch.

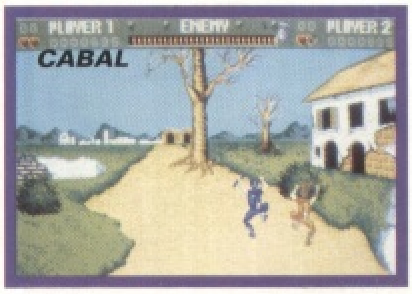


CAPTAIN PLANET
Amiga/ST
You'll need a copy of *Captive* to do the biz with this one. First load *Captain Planet* as normal but on the level selection screen insert your *Captive* disk. Press Fire and the screen will say 'Disk Error'. Now reinsert your *Captain Planet* disk and the cheat will be



Z POSTER
wwf wrestling
Acclaim


hulk hogan
animal
randy savage



CABAL

activated. Also press Escape during play to go to the level selection screen.

CAPTAIN SKYHAWK
NES
To skip a level, on controller two press A, B and Up! Or if you press Up, Right, Down, Left and Up and repeat this procedure three times on the screen where the letters bounce about, you'll become invincible!

CARDIAXX
Amiga/ST
Pause the game and type in RACHAEL. Now press the left Shift key, then H. Alternatively, try typing in CAROLILY.

CARRIER COMMAND
Amiga/ST
During the game, pause and type GROW OLD ALONG WITH ME (with spaces). Then + and - will toggle immunity. For variety's sake, type THE BEST IS YET TO BE and use the same keys to view all the objects.

CAR-VUP
Amiga/ST
Try the following codes on the high score table: WHOOPSIE (you start on the prehistoric level); WOAARRGGH (gives you speed); PUSSYCAT (nine lives). Also press Z for brakes.


CAPTAIN PLANET

CASINO GAMES
Master System
For unlimited greenbacks, key in: MR SEGA 8314853112.

CASTLE MASTER
Amiga/ST
Once you've started the game, press Shift + L and then the right mouse button about 25 times until you hear a noise. Look forward and you'll see four coloured boxes. Shoot them for either infy lives, all 10 keys, the ending or rock travel!

CASTLEVANIA
Gameboy
To bag yourself an extra life, ignore the first torch you find, but give every other torch in level one a hefty wack – one of 'em will be hiding a one-up.

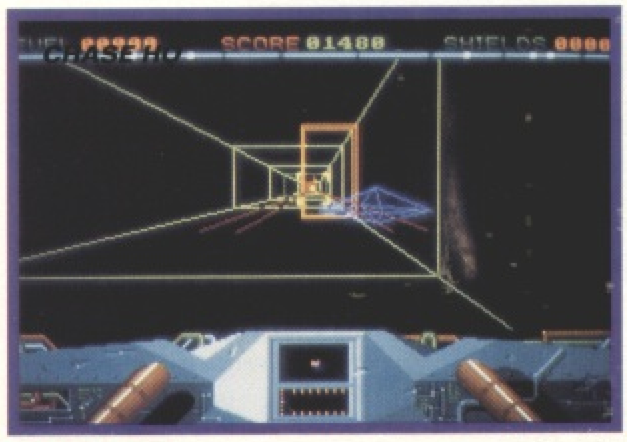
CASTLEVANIA II
Gameboy
To get nine lives, try this password: C C H H. Or try these passwords: BCHH, CHHM, CHMM, HNCD, HCMM. Here's what each letter stands for: H: Heart; B: Blank; C: Candle; M: Crystal Ball. For a sound test, try HHHH.

CASTLEVANIA II
NES
This password will give you virtually everything! EPZT OYSF SZVY SOZO.

CATTRAP
Gameboy
To skip levels, press Start, Select, A and B simultaneously, six or seven times at the beginning of each level.

CENTURION
Mega Drive
When in Rome, don't do as the Romans do. Instead, cheat with the following nifty level codes: E6YQ ARJN TPPQ BMKU L55U 6FAZ;EP4Q BNUT XFFV BFWB LXSQ ZINB; GCHA CLRZ XHPU Z6IV KEHS VVBI; N515 5N55 5555 15NK VAAW 1YUZ.

CHARIOTS OF WRATH
Amiga
When instructed to press Fire to start, move the joystick forward for infinite lives.



CHASE HQ

CHASE HQ
Amiga
At any point, hold down the left mouse button and joystick fire button, while typing GROWLER. Afterwards, T during the game will reset your timer to 60 seconds. On Amigas, hit the space bar at the beginning of any level and you'll get extra turbos without using up any of your own.

CHASE HQ
Game Gear
To gain a continue, simply bash into ALL of the oil barrels on level two.

CHESSMASTER
Gameboy
When you castle, keep rapidly pressing A and your king should disappear, making it impossible to lose!

CHIPS CHALLENGE
Amiga/ST/PC
For loads of, er... infinite things, press F, then type in SAGITTARIANS MAKE BETTER LOVERS. Also, pressing C lets you skip a level. Here are some level codes to try out too: GCCG, EVUG, OLLM, QJXR, QBAQ, FLXT, XHIT, LUJT, SJUK and YBLI.

CHIPS CHALLENGE
Lynx
Passwords: VUMA, BQZP, QBDH, GCCG, OLLM, YNEG, EGRW, FLXP, XHIZ, LYWO and DIGW. Try MAND for a special level!! Experiment with the buttons to get various effects!

CHOPLIFTER
NES
On the title screen, press Up, Down, Left, Right, A. Repeat on the Player Select screen for a level select.

CHOPLIFTER II
Gameboy
Some *Choplifter II* codes: CHPLFTR, RGHTHND, TRYHRDR, CMPTRWZ, VRYHPPY, LVLYTYZ and GDDYGMZ.

CHUBBY GRISTLE
Amiga
On the title screen, typing BUUURRP will endow you with infinite lives. Wow!


CHUCK ROCK

CHUCK ROCK
Amiga/ST
Type in the following on the screen with the band on: UNCLE SAMS: Infinite energy; MORTIMER: Press F1-F4 to select zones; TURN FRAME: Change level by pressing 1 to 5; ESTRANO: Press left Shift to make Chuck fly.



CHIPS CHALLENGE

CJ'S ELEPHANT ANTICS
Amiga/ST
A tasteful little cheat: type ITCHY ARSEHOLES on the title screen for infinite lives.

CLOWN'O'MANIA

Amiga/ST

Press the Help key at any time for extra jumps and razors.

CONTINENTAL CIRCUS

Virgin

When the first red light comes on at the starting line, push the joystick forward, then back for the next red light, then forward again on green for a good start.



CONTINENTAL CIRCUS

CONTRA

Gameboy

To get yourself a whole load of lives, press Up, Up, Down, Down, Left, Right, Left, Right, A, B, A, B, Select and then Start on the title screen.

CRACKDOWN

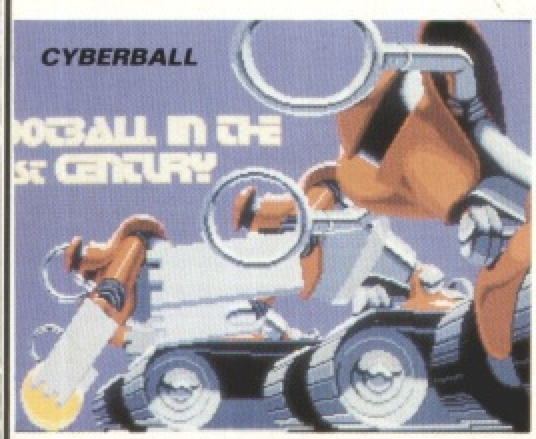
Amiga/ST

During play, pause the game and enter SMURF. Pressing F1 and F2 will now reimburse both players' lives. Cool, huh?

CRAZY CARS

Amiga/ST

Hit the gas, take your car's speed up to 204mph and then press F10. Now, when you press Fire, the game will miraculously slow down, allowing you to pass the police obstructions.



CYBERBALL

CURSE

Mega Drive

To get a top secret options screen, press A, B, C and Start on the title screen.

CYBERBALL

Mega Drive

Here's how to cut out the preliminaries and get directly to the final Superbowl match. Just key in 65BB BXII BFEX.

CYBERBALL

Lynx

To thrash your opponents, try doubling your speed when running with the ball by pressing and holding down the B button.

CYBERNOID

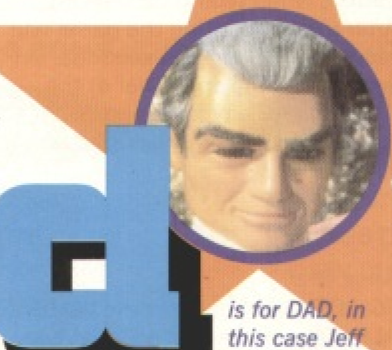
Amiga/ST

Type RAISTLIN on the title screen for infinite lives. Press N to advance a level while playing.

CYBERNOID II

Amiga/ST

Type NECRONOMIOCON on the title screen for infinite lives.



is for DAD, in this case Jeff Tracy – the father of the International Rescue boys.

DAEDALIAN OPUS

Gameboy

To select any level, enter ZEAL as the password or try FINE for the last level.

DARIUS 2

Mega Drive

On the title screen, press the buttons in the following order: A, B, C, A, B, C, A, B, C, A, B, C: Play data; C, A, C, B, C, A, B, A, B, C, A, C: Level select; C, C, C, C, C, C, C, C, C, C, C: Special Mode.

DAYS OF THUNDER

Amiga/ST

During the qualifying round, pause the game and type COMEFLYWITHME. You should then be able to fly! Press F1-F8 for some amazing views.

DEADHEAT SCRAMBLE

Gameboy

To play any level, wait for the title screen to appear then press B, B, B, B, B, B, B, B, A, A, A, A, A, A, A, A. Now tap B as many times as you want for that level (eg four taps for level four).

DEFENDER II

Amiga/ST

Type in RAVEN while playing, and N will skip the level, while I will toggle invincibility. Also try these level codes: ZIPPO, LAZER, FUNKY, LEMAC, DAFAD, MAMOG and DONKY.

DEFENDER OF THE CROWN

Amiga/ST

Here's how to get 1024 knights. Simply hold down K while booting the second disk.



DEVIL'S CRASH

Mega Drive (US version only)

Try entering THE CRUSHER, DEVILCRASH or TECHNOSOFT as a password. Also, to get loads of stuff on a top secret options screen, simply press and hold down A, B, C and Start all at the same time on the title screen.

DINOWARZ

NES

Here are some rather smart passwords: 1:8547; 2: 5431; 3:9892; 4: 6315; 5:7452; 6:1697; 7:6425.

DOGS OF WAR

Amiga/ST

Type TIMBO before you start, then press F5 during play to get infy lives!

DOMINATOR

Amiga/ST

To get infy lives, simply enter your name on the high score table as SHAFT.

DOUBLE DRAGON

Master System

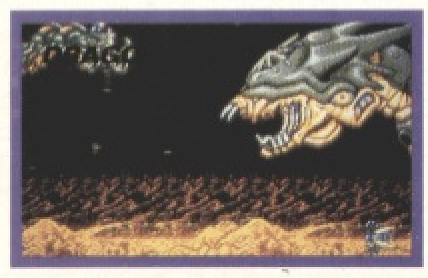
On level four, do 30 flying back-kicks to earn yourself unlimited lives!

DOUBLE DRAGON II

NES

Here are all the continue codes...

Stage	Code
1, 2, 3	Up, Right, Down, Left, A and B.
4, 5, 6	Up, Down, Left, Right, B, A and A.
7, 8, 9	A, A, B, B, Down, Up, Right and Left.



DRAGON BREED

Amiga/ST

At the end of a level, while the next one is loading, hold down the left mouse button, Delete and Help together. Now the screen should flash and the next level is only a touch of your keyboard away. Alternatively, type in IREM during play for infinite lives.

DRAGON'S LAIR

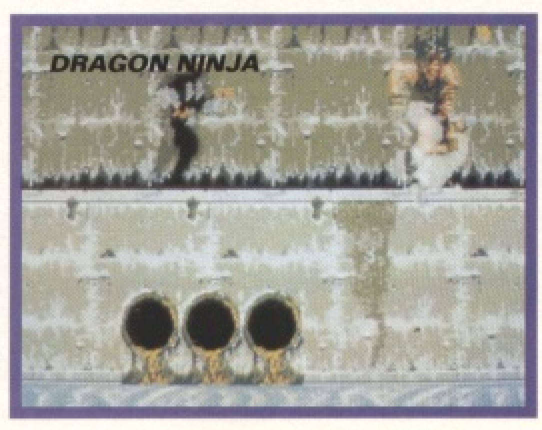
Amiga

After the credit sequence, hold down Esc, R, /, L, N and 7 simultaneously to let the computer finish the game for you.

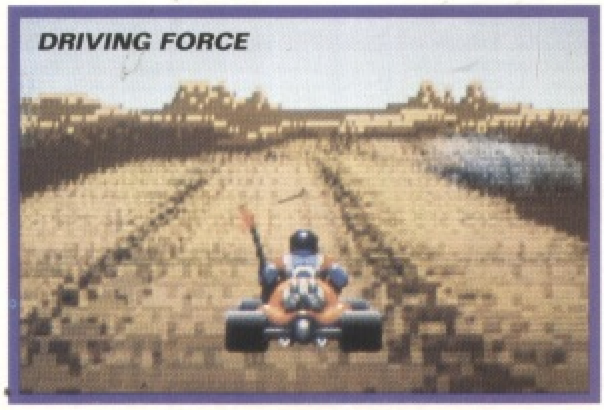
DRAGON'S LAIR II

Amiga

Press Return on the credit screen, type in GET MORDROC DIRK and the computer finishes this off too.



DRAGON NINJA


DRIVING FORCE

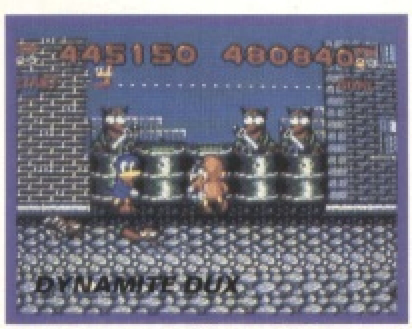
DRAGON NINJA
Amiga/ST
During the game, type TERRIFIC. Now pressing F3 will give you infy lives and N will skip you to the next level. Ha-so!

DRIVIN' FORCE
Amiga
Should you desire the ability not to fall off the track, simply click on the two I's of 'DRIVIN' on the option screen. Your vehicle will now stick to the track like Evo-stik!

DUCKTALES
NES/Gameboy
If you want to get loads of lives and stock up on points, simply finish the level and get ol' Launchpad to give you a lift back to the start. Then do it over and over again until you get extremely bored!

DYNABLASTER
Gameboy
Change the first number/letter of the password in Game A to the letter X to get loads of gold and stuff!

DYNAMITE DUKE
Mega Drive
Press C ten times on the title screen followed by Start to get a mega options screen!



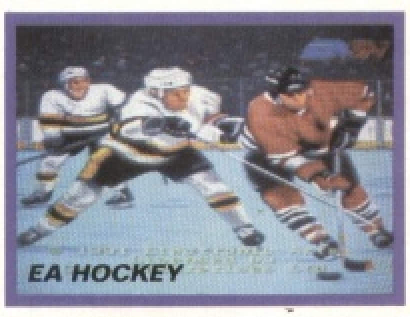
DYNAMITE DUX

DYNAMITE DUX
Amiga/ST
To recieve infy lives, simply type CHEAT on the title screen. This also has the added bonus of letting you skip levels by pressing the function keys (eg F3). But if you want to go straight to the boxing sub-game, just type in NUDE.

DYNASTY WARS
Amiga/ST
Prize for original cheat modes must go to the programmers of *Dynasty Wars*. To get infinite lives, type in CHEAT MODE on the title screen. Not only that, but you can skip levels simply by pressing F2!

DYTER 07
Amiga/ST
While the game is loading, type in GIBB. Now, during play, press W to receive even more weapons and S to top up your shield.


E is for ENGINEER. Er... it's Brains again – 'Engineer' is his job title


EA HOCKEY

EA HOCKEY
Mega Drive
Try these passwords: C1L72R7KNFW96MMI, CO8YI57W4X567FT2 and H5MMGZNf9IjYZ9P7.

EDD THE DUCK
Amiga/ST
Press the left mouse button to skip a level!

ELF
Amiga
Type in CHOROPOO at any one point in the game for 99 pets! Also experiment with the keys for various effects!


ELF

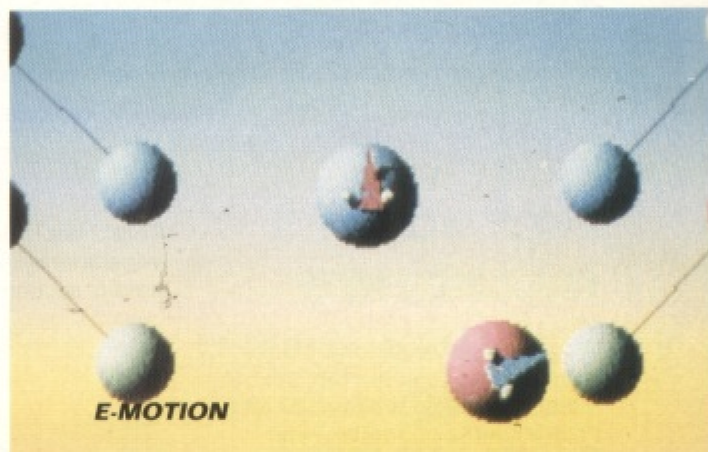
ELIMINATOR
Amiga/ST
Here are a couple of level codes. To enter them, hold down Help on the title screen and type in the appropiate code: AMOEBA, BLOOP, CHEEKI, FLIPME, GEEGEE, HANDEL, ICICLE, HAMMIN, KIKONG ENIGMA and MIKADO. But if infinite lives are more up your street, enter the password MIKADO.

EL VIENTO
Mega Drive
Pause the game and press Up, Left, Right and Down followed by either A, B or C to get extra magic, power etc.

ELVIRA
PC
When you die, you're asked whether you want to play again. Remove the disk and go to YES. You'll now re-start where you left off, but with no life points!

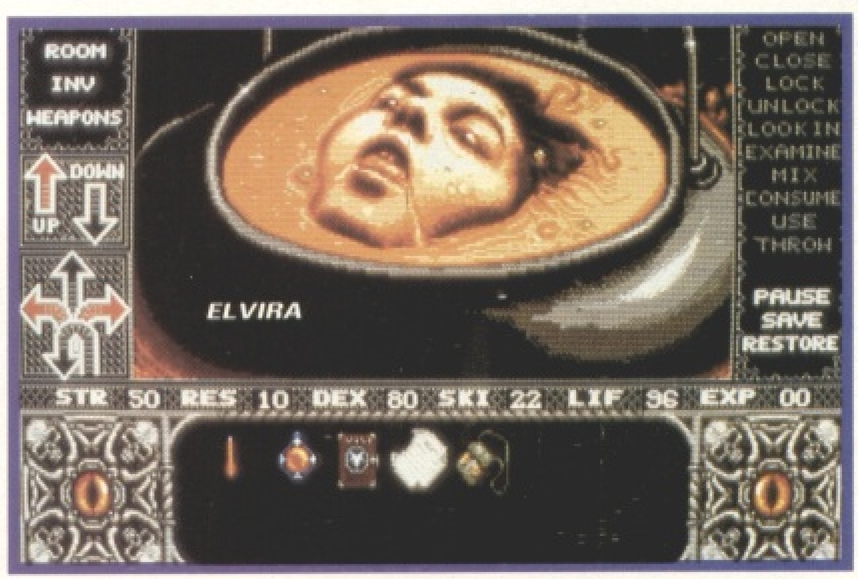
E-MOTION
Amiga/ST
Type in the name of the game on the title screen. Now F1 advances you a level, F2 moves you on 10 levels and F3 and F4 do the opposites of F1 and F2 respectivaly!

EMPIRE STRIKES BACK
Amiga/ST
On the title screen, hold down HELP and type XIFARGROTCEV. Now during the game try pressing either L, C or D.

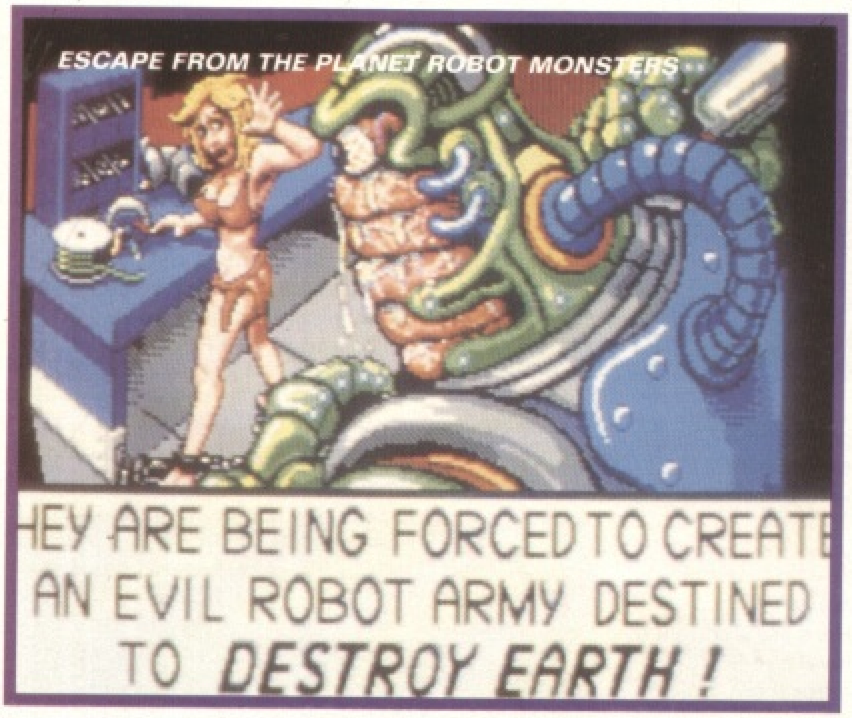

E-MOTION

ENCHANTED LANDS
Amiga/ST
Type in TCB RULES FOREVER on the title screen and it should start flashing. Now press 1-5 to select a level, or F2-F10 for various mysterious effects!

ENDURO RACER
Master System
Press Reset on the title screen then press Up, Down, Left and Right to skip the first level.



ELVIRA



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

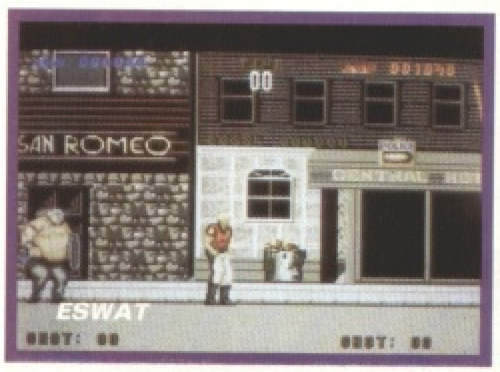
Amiga/ST

When you get to the end of level guardian, stand at the top, next to the gate. Waggle the joystick and drop a couple of bombs – you should now squeeze through!

ESWAT

Mega Drive

Hold down A, B & C and press Left, Right, Up and Down.



ESWAT

Amiga/ST

To get 99 lives, simply pause the game and type in JUSTIFIED ANCIENTS OF MU MU. The screen should flash and you should now have no probs finishing the game!

EXOLON

Amiga/ST

For infy lives type AD ASTRA on the high score table.

EYE OF HORUS

Amiga/ST

This cheat is definitely not for vegetarians. Just type SPAM on the credits section for infinite lives and keys.



f is for FAB1 – the registration number of Lady Penelope's pink Rolls Royce.

F-19 STEALTH FIGHTER

Amiga/ST

Press ALT-H to get the pitch lines on your HUD, fly upside down, turn off your engines, keep your plane at about 10 degrees on your HUD and you should then go up, up, up and away!!

F-22 INTERCEPTOR

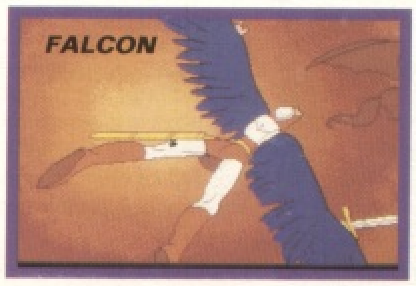
Mega Drive

Here are all the passwords: GTGE8V, BIOF8P, KSQGIV and MHO1M3.

F-29 RETALIATOR

Amiga/ST

For infinite weapons enter your name as CIARAN on the enrolment screen.



FALCON

Amiga/ST

In flight, hold down X, Shift and Control to be fully re-armed.

FANTASY WORLD DIZZY

Amiga/ST

Enter your name on the high score table as IMMORTAL to become invincible.

FANTASY ZONE

Mega Drive

Buy up ALL engine parts and the ship's weapons will never run out!

FASTEST ONE

Mega Drive

For super tyres, enter your name as HAPPY NEW YEAR in World Championship mode. Also, on the test screen, hold down Right, B and Start for a surprise team!

FINAL BLOW

Amiga/ST

Pause the game and press F10 six times. When you unpause the game you'll have infy energy.

FINAL BLOW

Mega Drive

Press Start on the player select screen and then press Start again, but this time on controller two for a sound test.

FINAL FIGHT

Amiga

Watch the intro until the bloke says "Not so fussed..." Now press Help five times to activate the cheat.



FINAL FIGHT

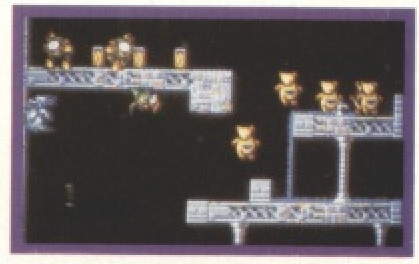
SNES

To get a secret options screen, press Left and Start on the title screen.

FLOOD

Amiga/ST

Here are a load of level codes for this Bullfrog platform game: FROG, YEAR, QUIF, VINE, JUMP, REED, LIME, QUID, HATE, POOL, LIDO, WING, JING, REED, NILL, GRIP and TRAP. But if password wheezes aren't your bag, simply enter SOAP as a code to play any level you like!



FLYING SHARK

Amiga/ST

On the high score table, try one of the following: RLH, JGL, KDJ and RAB. (You must hold down 5 when you type the last letter.)

FORGOTTEN WORLDS

Amiga/ST

Type ARC on the title screen then press HELP. Now, during play, S will take you to the shop and N to the next level!

FULL CONTACT

Amiga

To kill your oppenent, simply type in QAZWXEDCRFVTGBYHNUJM.

STAY TUNED TO ZERO FOR ANOTHER THRILLING INSTALMENT OF THE INTERNATIONAL RESCUE TIPBUSTERS SPECIAL NEXT MONTH...

10 Silver Tower Level 3

1	lead to Silver Tower level 2, location 49
2	lead to Silver Tower level 3, location 3
3	lead to Silver Tower level 3, location 2
4	teleporters - random destinations
5	hands - all have keys
6	Darkmoon lock
7	beholder
8	beholder
9	button at bottom of south wall
10	beholder
11	plaque
12	will o' wisp
13	plaque
14	dagger, femur
15	north wall an illusion
16	illusionary walls
17	beholder
18	walk past pit
19	beholder
20	2 femurs, cursed bracers
21	boots, daggers, staff
22	shield + 3, halberd, hammer
23	2 beholders
24	mace, scroll
25	beholder, sword, +4 armour
26	beholder
27	will o' wisp
28	plaque
29	pressure plates
30	2 will o' wisps
31	pressure plates
32	pressure plates
33	invisible teleporter
34	watch compass! Turn around
35	south wall an illusion
36	invisible teleporter
37	pressure plates
38	beholder + will o' wisp
39	button on east wall
40	2 beholders
41	pedestal - put hand on it!

11 Azure Tower Level 1

1	stairs to level 2, loc 43d
2-7	down from level 2, locs 6f-6a
8	illusionary wall
9a	transports to 9b
10	polished chrome shield +2, scroll-hold monster
11a	teleports to 11b
12-17	down from level 2, locs 34-39a
18	pressure plate
19	down from lev 2, loc 35b
20	plaque
21	plaque
22	button on west wall
23a	transports to 23b
24	stairs up to level 2, loc 1

12 Azure Tower Level 2

1	lead to level 1 location 24
2	cast three dispel magic on elf
3	bulette
4	touch elf - any character
5	basilisks
6	pits
7	5 basilisks
8	red gem
9	north wall an illusion
10	basilisks
11	red gem
12	teleporter
13	teleporter
14	teleporter
15	teleporter
16	red gem
17	plaque
18	place gems in wall
19	end up here after fall from pit
20	end up here after fall from pit
21	plaque

12

54	pressure plate
55	pressure plate
56	pressure plate
57	shield
58	shell lock
59	mouth
60	leave all holy symbols and spellbooks
61	teleporter
62	bulette
63	button east wall
64	teleporter
65	bulette
66	plaque
67	teleporter
68	plaque
69	hack wall 6 times
70	teleporter
71	greater demon - eye of talon
72	north wall illusion
73	teleporter
74	shield
75	plaque
76	parties belongings
77	west wall illusion
78	stairs lead to level 3 location 1
79	land here after falling through pits
80	land here after falling through pits

13 Azure Tower Level 3

1	leads to level 2 location 78
2	west wall illusion
3	pressure plate
4	pressure plate
5	plaque
6	plaque
7	teleporter
8	shell key
9	teleporter
10	pits
11	teleporter
12	daemon – key
13	daemon
14	shield
15	crystal lock
16	north wall illusion
17	magic mouth
18	avoid glyph on floor
19	pressure plate
20	daemon
21	pressure plate
22	2 demons
23	button west wall
24	pressure plate
25	daemon
26	6 daemons guard this location
27	lever - get sceptre
28	shield
29	daemons
30	insert then remove sceptre
31	west wall an illusion
32	shield
33	leave amulet
34	pressure plate
35	daemons
36	tooth lock
37	rock
38	pressure plates
39	teleporters
40	scroll
41	pit leads to level 2 location 20
42	pit leads to level 2 location 19
43	leads to level 3 location 44
44	leads to level 3 location 43
45	land here after falling through pit
46	lead to level 3 location 47
47	lead to level 3 location 46
48	pits
49	lead to level 3 location 50
50	lead to level 3 location 49
51	pits
52	lead to level 3 location 53
53	lead to level 3 location 52
54	niche
55	shell lock + crystal lock

14 Azure Tower level 4

1	lead to level 3 location 55C

14

2	aerial servant
3	teleporter
4	teleporter
5	aerial servant
6	elf
7	place all 6 shields in locations
8	invisible pressure plate
9	invisible pressure plate
10	medusae guards
11	invisible pressure plate
12	invisible pressure plate
13	tooth key
14	invisible pressure plate
15	invisible pressure plate
16	invisible pressure plate
17	invisible pressure plate
18	invisible pressure plate
19	watch compass - turn around
20	invisible teleporter
21	invisible pressure plate
22	invisible pressure plate
23	invisible pressure plate
24	invisible pressure plate
25	invisible pressure plate
26	invisible pressure plate
27	stone dagger, scroll
28	invisible pressure plate
29	invisible pressure plate
30	invisible pressure plate
31	invisible pressure plate
32	invisible pressure plate
33	invisible pressure plate
34	invisible pressure plate
35	catch medusae in location. Do 35E last - use hold person. Close doors.
36	plaque
37	hilt of talon
38	scroll
39	button on west wall
40	tooth lock
41	banner - click on it
42	stand on pressure plate

15 Frost Giant Prison

1	starting position
2	scroll
3	frost giant
4	east wall one way illusion
5	frost giant king
6	Portal - use stone dagger appear temp level 2 loc 36
7-9	pits

16 Crimson Tower Level 1

1	leads to temple level 2 location 48
2	lever
3	lever
4	niche, small item - sphere of fire
5	leads to temple level 2 location 50
6	banner - click for crimson ring
7	teleporter
8	teleporter - sticky paper, put in back pack
9	teleporter
10	teleporter
11	teleporter
12	teleporter
13	2 crimson rings + scrolls
14	plaque
15	plaque
16	brass coin
17	walls all illusions
18	leads to level 1 location 17F
19	random movement of walls
20	frost giant
21	Insal the thief
22	Ojel
23	Leads to level 1 location 24
24	Leads to level 1 locaton 23
25	south wall an illusion
26	hell hound
27	two darkmoon mages
28	south wall an illusion
29	invisible teleporter
30	lead to level 1 location 31
31	lead to level 1 location 30

16

32	insert coin in west wall
33	2 mages
34	leads to level 1 location 35
35	leads to level 1 location 34
36	hell hound
37	plaque
38	red discs (spin to cause walls to disappear)
39	put sphere of fire in each niche

17 Crimson Tower Level 2

1	start - hole closes up
2	walls - illusionary
3	salamander attacks
4	pressure plate
5	crystal ball
6	invisible pressure plate
7	cast "dispel magic" on all niches
8	Drans seinent - stone cross portal key
9	leads to level 2 loc 10
10	door closes
11	Dran Draggore - make sure Starfire Sceptre ready

EYE OF THE BEHOLDER MAPS COURTESY OF BARRY AND STEVE BROWN



SUPER PRO

Konami's new smasheroonie for Nintendo's 16-Bit baby is an all-action, bullet-pumping extravaganza starring a pair of Proboscis Monkeys*. DAVID WILSON goes ape with a sneak preview of SUPER PROBOTECTOR.

SUPER NES

It's 2636 and the alien hordes are back. Eeek! You already repelled them in the original *Probotector* (didn't you?), well now they're back and they won't take 'bog off' for an answer. It's party time for the aliens as they roam the earth, stomping on humans and razing cities to the ground. Is this the end of humanity as we know it? Hot diggety dog no! Deep in the bowels of a top secret scientific mechanised lab, the final touches are put to RCO11 and RD008, the strongest probotectors in history – super fighting robots developed to repel the invader.

This, of course, is where you come in – as a single probotector or else with a chum 'on board' as your robot buddy. Then it's hell-raising, gun-toting action all the way as you fight through six humungous levels to the aliens' main base!

***Super Probotector* really promises to make the Super Nintendo's hardware work over-time, presenting action from loads of different viewpoints and with ginormous mid-level and end of level nasties. Come on, let's have a look in detail...**

A GAME BY ANY OTHER NAME

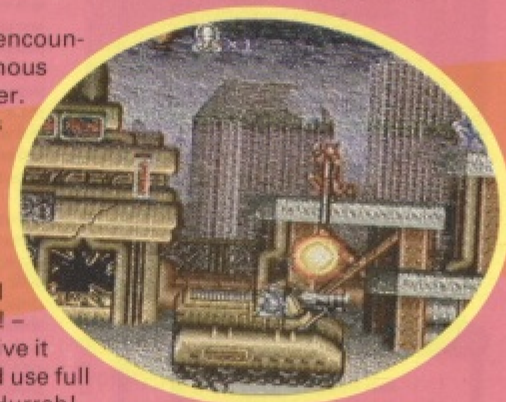
Owners of American Super Nintendos may be having a bit of an 'already seen' (as the French say). That's because *Super Probotector* was actually called *Super Contra* in America.



LEVEL 1
OCCUPIED CITY STREET



Our two heroes start off battling their way through the tough city streets. Aliens are everywhere, so you'll have to keep your trigger finger primed. Watch out for the flying power ups – shoot them to release super Carlos Fandango weaponry.



Oh-oh. We've encountered an enormous mobile Howitzer. Fortunately it's empty, so it's joyrider friendly. A quick hup-la into the cockpit and hey presto! – you can drive it around and use full firepower. Hurrah!

LEVEL 6
THE ALIENS' MAIN BASE



Hurrah! – we've made it through that one. It's bound to be free-wheelin' downhill from here... NOT! This area is really icky and-sticky, with large, swollen and throbbing internal organs that hatch out scorpions to attack you. (Oh dear, I've come over all queasy.)

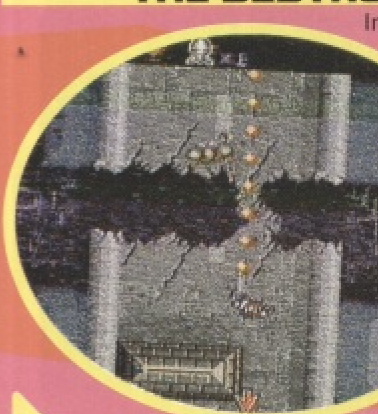


Suddenly the game switches to a horizontal scroller, as you clamber heavenward to fight off a large flying thingy with a monstrous flailing tail. Yep, you guessed it – it's someone canvassing for the Corrective Party. Wipe out this nasty bast and you could find yourself in the privileged position of having a crack at the end of game end of level bast. (Er... but you don't expect us to show you what he looks like, do you now!?)

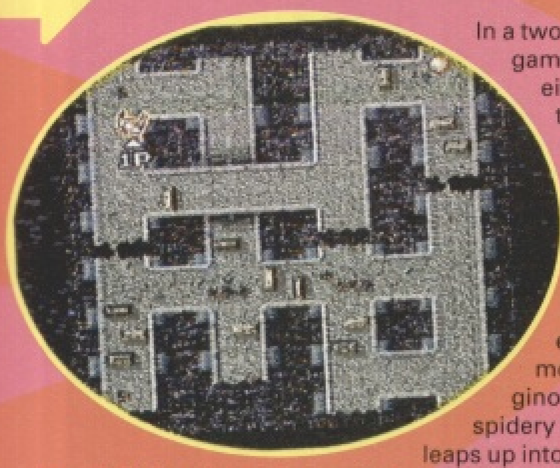
*Spot the deliberate mistake

BOTECTOR

LEVEL 2
THE DESTROYED HIGHWAY

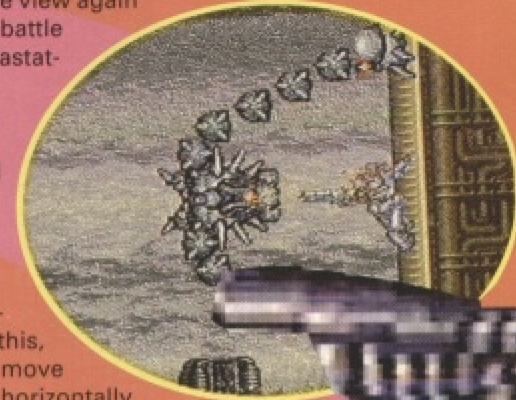


In level two the action switches to top down view as you battle your way through the destroyed highway. The Left and Right Wibblers on the front of the controller come into play here – they rotate you clockwise or anti-clockwise.



In a two-player game, you can either start together or you can separate and exploit the split-screen action. The end of level monster is a ginormous spidery bast that leaps up into the air (practically leaping right out of the screen and into your lap!) and lands, trying to squash you. Yowch!

LEVEL 3
FACTORY ZONE

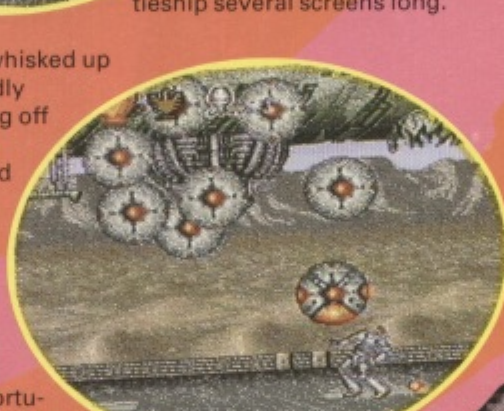


It's back to side view again as our heroes battle through a devastated factory. Avoiding airborne and ground-based bad guys, you'll have to leap gaping chasms and hang from girders. After all this, you'll move into a horizontally scrolling bit where you'll scale a skyscraper while fighting a particularly tough robotic crawler intent on skewering you on his spiky mandibles. (Oo-er.)

LEVEL 4
AIR BATTLE



This level is well smart. Although it's called Air Battle, you actually start off in a raging, viewed from the side, rolling road bit, mounted astride a mega-armoured motorbike. Over-head, giant flying alien ships constantly harangue you, including one enormous airborne battleship several screens long.



Suddenly you'll get whisked up into the air by a friendly chopper. After beating off a few baddies, you'll find-yourself launched – hanging below a missile at another giant end of level sprite. (Er... but doesn't that mean you're en route to an explosive end?) Well, technically yes. But fortunately there's a salvo of missiles. You'll have to hop from missile to missile to avoid impact. Gad!

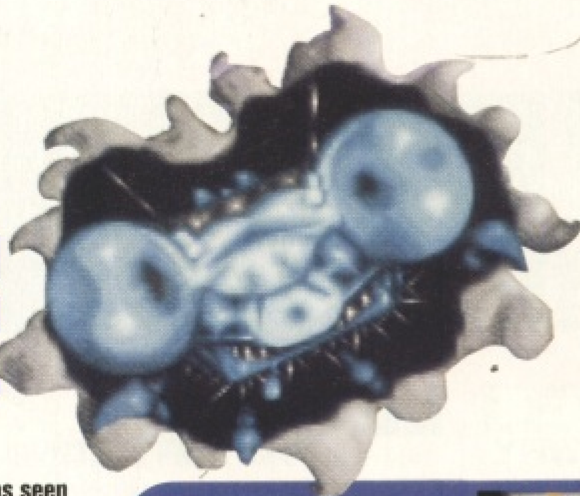


LEVEL 5
SHEER CLIFF

Waaaaah! It's another top down extravaganza as you work your way up a sheer cliff to reach the alien base. This level is rife with weird moving bits – either moving sidewalk style or swirly rotating bits. You've not only got to wipe out any aggro-minded aliens, but you'll also have to avoid being swept over the edge.



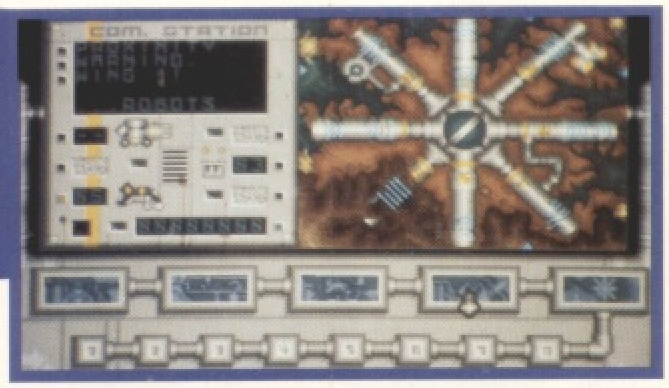
SUPER PROBOTECTOR: available from Konami for the Super NES in August.

HOSTILE  BREED



MARTIN POND has seen ET 400 times and he still cries every time he watches it. We decided to get him to review HOSTILE BREED from Palace in a bid to toughen him up a bit.

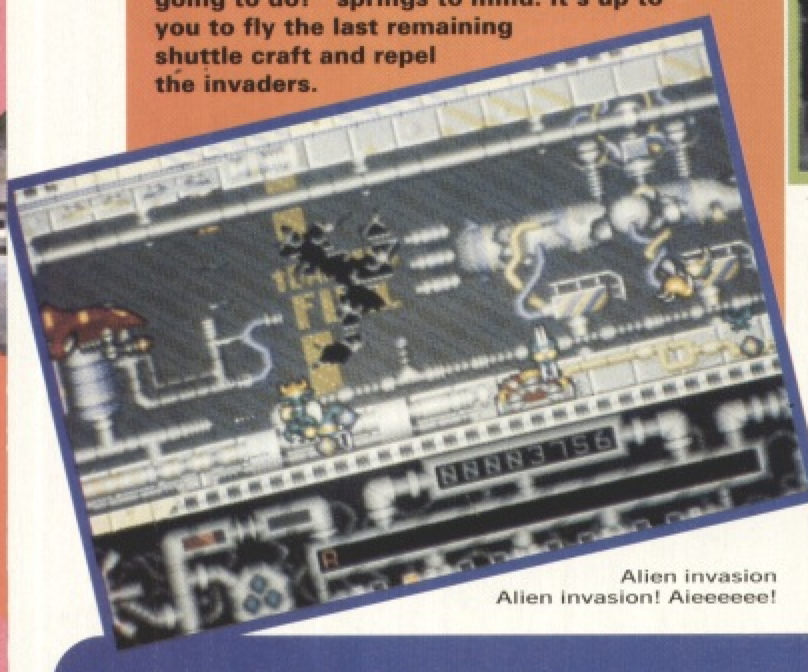
This is the main screen from which you can access all of the control centre's systems or enter the wings. It also shows you how close the baddies are to crashing your party.



AMIGA

The action takes place in a research station located on a distant planet. Your base comprises of a control centre with eight wings radiating out from the control centre, housing labs, stores, living quarters, a bowling alley, etc.

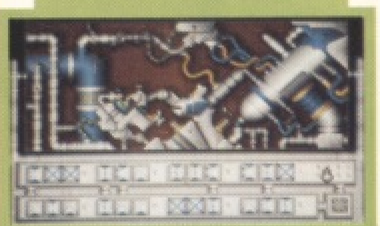
An earthquake strikes, leaving dirty great holes ripped in the walls. In pour swarms of marauding aliens, vandalising the base's systems as they go. The crew are besieged in the control centre, as the aliens advance down all the wings simultaneously. Somehow the phrase "Alien invasion! What on earth are we going to do?" springs to mind. It's up to you to fly the last remaining shuttle craft and repel the invaders.



Alien invasion
Alien invasion! Aieeeeee!

DEFENCE SYSTEMS

Activate each of the wing's four automatic weapon systems from here. There's also a central supergun which can be used to send a blast down a wing, clearing out invaders.



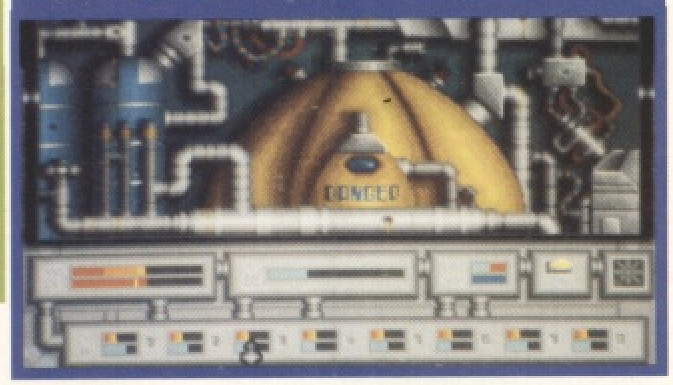


ROBOT PRODUCTION LINE

Here you can manufacture the droids which repair damage to the walls and the base's systems. As the robots are stockpiled, you can despatch them down each of the wings as required, to get everything ship shape and Bristol fashion.

REACTOR CONTROL

The nuclear reactor powers the base. Careful now – if you overheat it, there'll be radioactive fragments of humans and aliens raining down all over the planet. Don't bother fixing draught excluders to all the airlocks – if you want to economise on power, you can do so from this screen. Just disconnect the power to non-essential services (eg the circuits for the lighting, computers and drink dispensers).



ALIENATING

The aliens move along by propagating their own filthy kind as they go. Each species has a number of different stages in its life cycle. For instance, that putrid-looking egg might hatch into a revolting, slimy slug before developing into a bug-eyed insectoid. Some of the aliens even form unholy symbiotic relationships with one another. So the presence of one species may be vital for the successful development of another. Yuck – it makes you itch all over just thinking about their disgusting little habits, doesn't it?



***Hostile Breed* is a good attempt at breaking away from the linear gameplay of most mindless shoot 'em ups. Veteran devotees of the genre may find the actual flying 'n' shooting action a bit on the turgid side. But when things get really frenetic and you're beating off aliens from every direction, you just can't help but have an amusing and rewarding time!**

GRAPHICS 83	PLAYABILITY 85
ADDICTIVENESS 86	SOUND 82

Overall: **84**

HOSTILE BREED: out now from Palace on Amiga, £25.99.

Super SMASH T.V.

SUPER SMASH TV is a game based on a futuristic TV programme, so we got telly addict MARTIN POND to review it. After two hours trying to get a channel using the 'remote control', he finally realised that the Super NES was *not* a video recorder and started playing the game.



SUPER NES

What would be your worst-case scenario for the television of the future? 24hr broadcasts of *One Man And His Dog* on all four channels with simultaneous stereo transmission on Radio 1? Another series of *My Two Dads*? Well, Acclaim's vision of the future is much more malevolent. Whereas in the old days the most alarming thing you might see on the telly was Robert Robinson's comb-over hairdo, by the year 1999 the Saturday night schedules will reflect the viewing public's more murderous obsessions.

Smash TV is set in a time when peak viewing slots are taken by Snuff Soap Operas, Thora Hurd carries a switchblade on the set of *Stars On Sunday*, and even Andy Crane's job as front-man for children's BBC has gone to Hannibal 'The Cannibal' Lecter. And you should see what they put on after the 9 o'clock watershed! Anyway, topping the ratings is *Smash TV* itself – a game show with a vicious streak. Soppy old rubbish like *Call My Bluff* hardly gets a look-in.

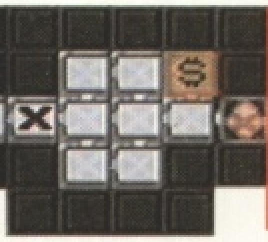




Once you've licked all the previous rooms, you get the chance to go for the Gold Run – a face-off with a huge, mutant, end of level Bob Holness. If you succeed in wasting him, you can then 'come back next week' and try out a higher level.

THE RULES

Basically, you enter a sealed arena, containing a TV camera and swarms of-out-of work actors who are out to take you off the air – permanently! The friendlier ones hit you with clubs, but most come complete with firearms and itchy trigger fingers. Some even explode, showering you with debris.



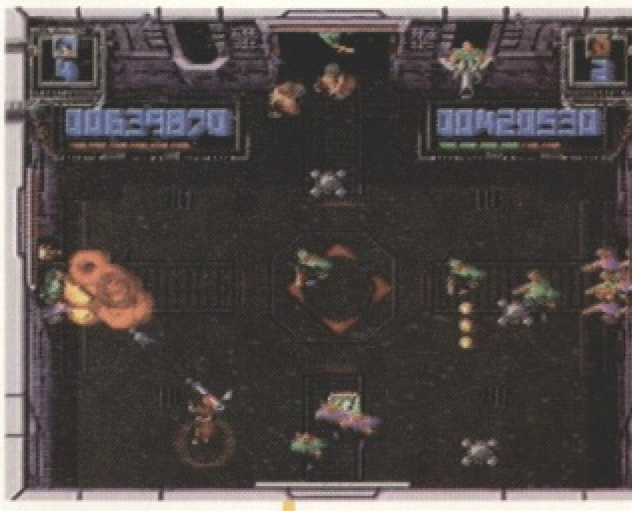
MR MUTIE AWAITS! Level map indicates route from start (X) to Bonus Room ($) to Mutie Man.

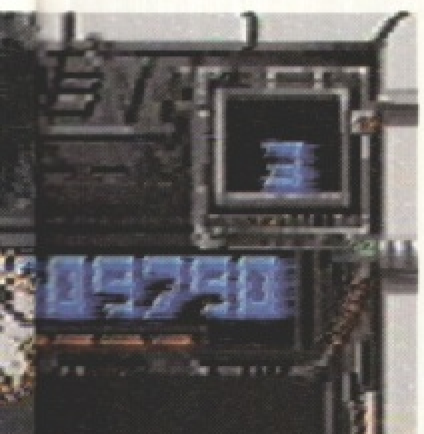
Either way, these baddies make the American Gladiators look like a bunch of blow-dried, lycra-clad jessie boys. (Er... perhaps that's not such a good comparison... I was only joking, chaps.) Anyway, the point is, the opposition in *Smash TV* are well 'ard, and if you're going to collect those big money prizes you've got to butcher the lot of 'em. Assuming all goes to plan and you're the only one left breathing, you're then given a choice of exits... and the chance to do it all again in a new but not entirely dissimilar room.

There – sounds simple, doesn't it? And it is – it's a case of 'blast away at everything that moves', basically. By comparison to *Smash TV, Catchphrase* is an intellectual clash of the Titans.

CONTROLLING YOUR LITTLE GLADIATOR

The controls are quite smart, 'cos you can move in any direction while independently facing in any other direction to shoot. It's a bit unrealistic really – if you asked the contestants on *Going For Gold* to perform this feat, chaos would ensue. Your weapon has an unlimited supply of ammunition, but you can also augment this by picking up some of the Brucie Bonuses on offer, such as multi-directional fire, missiles, smart bombs and shields. Here contestant A has got himself a mega blaster.





YOU GET NOTHING FOR A PAIR...

If you have a friend with a similarly bloodthirsty disposition, you can try out the simultaneous two-player action. It's quite a laugh racing to deprive one another of the power-ups, but needless to say if you actually co-operate, and cover each other's backs, you'll both end up winning more toasters at the end of the day.

WHAT DO POINTS MAKE?

Contestants on Smash *TV* don't just enter 'cos they've got stars in their eyes – it's because of all the scrummy consumer durables (toasters, VCR's, cuddly toys etc) which can be picked up. The bonus rooms, like this one, start off littered with such goodies. But the orgy of greed whipped up amongst the contestants can often lead to a sticky end – some of the assorted electrical appliances have been sneakily placed over landmines.



host with the most

Game Show Hosts – they're all alike, aren't they? A smarmy smile, a tacky suit and more than a passing resemblance to an oil slick.



'Course, the trouble with catchphrases is that all the best ones have been snatched up already. It's a common problem. Do you think Arnie would have plumped for "I'll be back" if it wasn't for the fact that "Nice to see you, to see you, nice" had been bagged by Brucie long ago? Still, as unremarkable as *Smash TV*'s catchphrases are, they do tend to jolly the action along.

THE SCORES ON THE DOORS

In the spirit of the original Williams coin-op, *Smash TV* on the Super NES is fast-paced and exciting. Although the animation's a bit on the primitive side, the graphics look very good, and the sound (especially the digitised speech) does much to enhance the atmosphere.

As you've probably already guessed, it's fairly mindless stuff. If you're into fast and ultra-violent arcade games where you don't have to think very much, *Smash TV* could be a must. But if you're the kind of viewer who prefers Jeremy Paxman to Jeremy Beadle, you might find it a bit too low-brow. Still, the game's very stylish – and it's full of tongue-in-cheek black humour. Comic book violence for telly addicts really, so I can't see Mary Whitehouse buying it.



SUPER SMASH TV Out Now from Acclaim on Super NES, £Tba.

Thor, Apollo, Xerxes, John Leslie... all these people are legends. Patrick McCarthy, on the other hand, is a git. Unfortunately, we couldn't get hold of John Leslie, so guess who landed the prime job of reviewing Mindscape's Legend.

LEG

AMIGA

There's this land called Trazere, right? And it's in chaos, right? Why? Because (and I quote) "A strange and powerful entity as old as the world is stirring in its sleep." It's the usual stuff – peoples of the ancient realm being transmuted into hideous beasts that roam the land, slaying and despoiling all in their paths – just like David Batty, really. (And all the other adventure games you've ever read about or played, come to think of it.)

But this one's different. In this one you don't have to do anything. You just load the game up and make up four characters. Then they all decide not to bother about the problems afflicting the land and go home for a bloody good fish and chip supper. And that's the game over. (*Stop lying and get on with it. Ed.*)

Oh alright. They don't go home at all. They form a party and set about righting a few wrongs. You control these four people, who all come from different parts of the country and have different abilities and professions. Like in *Abandoned Places,* they schlep about on horses – at first they're crap old nags on their last legs, but you can save up and buy better ones. The better the horses, the quicker they move about the land. Your party have numerous skills, including the ability to sing magical songs, throw magical fireballs, use magical swords and wear magical underpants. I suppose you want to know more about the people you'll be using, don't you? Well cast your eyes downwards and all will be revealed...

PLAYING WITH ANIMALS' PARTS

Each Runemaster comes complete with a large carrier bag full of essential equipment. You know the sort of stuff: wing of bat, head of gerbil, winkle of goat... (it's a pretty smelly bag). These ingredients are combined to make potions which, when combined with the appropriate rune, have different effects. For example, the Missile rune fires the spell at the monster of your choice, the Surround rune means the spell takes effect on the eight squares immediately surrounding the runemaster, and so on. It's interesting and innovative, easy to use, and good fun to boot.



The eye on the left tells you which ingredients combine to make each rune in your possession.

You can buy extra runes from the Ancient in the mountains (you start with just a Missile rune). The ingredients for the spells can be bought all over the place (or you can mix your own).

CHARACTER BUILDING STUFF

Character creation is relatively simple, compared with some RPG's. You must have one character from each of the four classes, and you can launch straight in with the default characters if you want. Of course, you feel more involved if you customise them, and thanks to the naming conventions, in which everyone is called 'Zzygorith Zzubb of Thothff,' you can have all sorts of fun. Like 'Curiously Bereft of Taste,' or 'Suspiciously Short of Breath,' ho, ho. (Moron. Ed.) Your characters don't automatically lose strength ratings if you make them female – hurrah!

The main way to customise your characters after you've renamed them, and before you've re-clothed them, is to utilise the elements. The elements of legend and fable, that is, rather than those of the periodic table. It's not a case of 'Let's see... a dash of aluminium... oops, her intelligence has dropped by 56 points and she's got cancer'. No, it's simple earth, fire, air and water. There's a handy table in the manual that shows which elements affect which categories.

THE FOUR HORSEMEN OF THE PUCKERED LIPS





Oliver Reed introduces the bevy of lovelies who are competing for this year's Miss Trazere award.

Miss Berserker Warrior enjoys hacking up monshters and sunbathing. When she isn't sunbathing she (hic!) likes to chew meat. She'd like to be an air hostessh and (burp!) she thinksh it's clever to lose her temper. The person she most admires is... er... oh, sod it.

Miss Assassin enjoys using her powers of invisibility (parp!) and lists her favourite hobby as 'stabbing people in the back'. Sounds like a career in personnel management beckons. Still, if she's prepared to 'put out', who knows what the judges will decide.

Miss Rune-(hic)-mashter enjoys casting spellsh, reading books and mixing potions. Frankly, her skin's a bit bloody pale and she's a bit clever... and you know what clever birds are like (braap!) – there's just no pleasing 'em. I don't think she's going to be the new Miss Trazere.

Miss Troubador is one of those ugly units who believes all that crap about the compo "not jusht being about looks any more". It's big gazongas that count – we all know that. She enjoys playing the banjo in the middle of a scrap and... oh dear, I think I'm going to... huuaeergh!!

END





GOING UNDERGROUND *

The isometric playing area in the dungeons is surrounded by icons that help you whizz your way through the game.

a Shows dungeon map, er... that's about it.

b Backpack. Brings up the inventory screen.

c Your party. The skulls show the health of each person, while the colour shows the amount of luck each has remaining.

d Main message area. Displays messages. (Bizarre. Ed.)

e Selected character's left hand. Equipped items appear here.

f Selected character's weapon hand, showing currently-selected weapon.

g Magical items appear here if they are items that can be worn. You know – helms, shields, Laurel and Hardy underpants, etc.

h Rally icon. Instructs your party to rally around a particular person who's coming off worst in a fight. Stops your party running away in blind panic.

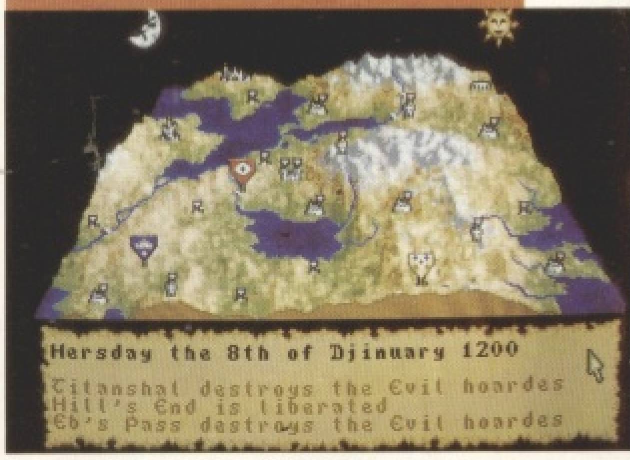
i North. This is where north is. (Amazing. Ed.)

j Chicken. The 'Run away in blind panic, we're having the crap beaten out of us,' button.

* *Paul Weller, that was the modern world.*

WHOA-OH BOUND FOR MUMU LAND...

When travelling around the landscape, your party is symbolised by a banner with five little crosses on it. Occasionally you'll see other banners – some are good, but at midnight every night fresh evil walks the land (contestants from *Studs* out on their dates). It's best to avoid them in the early stages of the game, or they'll almost certainly slaughter you. You can choose either to hide or fight these people. It's best to hide (if you can), but it's not guaranteed that you'll succeed.



GOOD GAME, GOOD GAME!

So it's a bit of a bloody good game, really. I'm a confirmed non-adventurey type and even I loved it – it's engrossing and very playable. You soon get used to the control system, thanks to the nicely-written idiot's guide cum tutorial in the quick-start booklet. The character-movement and main playing area are well-implemented and I particularly liked the spell-casting effects during a scrap. Decent horses are fairly cheap and easy to get hold of, and once you've got them it doesn't take too long to travel between towns and get on with the important stuff. It's a good, deep game that's easy to get into and should appeal to RPG newcomers and old hands alike. I'm trying to think of any minor gripes, but I can't. Well worth buying.



Z



LEGEND out now from Mindscape on Amiga, ST and PC at £30.99.

HEROES OF THE 357TH



DUNCAN MACDONALD has a 'joke' for you: Q: When is a flight sim not like a flight sim? A: When it's HEROES OF THE 357TH by Electronic Arts. Hmmm... sadly that wasn't exactly the funniest joke in the world, but it's certainly true... as you'll discover.

PEECEE

Heroes Of The 357th looks like a flight sim, sounds like a flight sim, smells like a flight sim and tastes like a flight sim. In fact, to all intents and purposes it *is* a flight sim... until you realise that it's also an arcade game. Strange but true. So how has this all come about? Read on and you'll see.

The front end offers you two options: Practice or Tour Of Duty. Practice, as you'd expect, allows you to practice the flying skills you'll need in the main game: air-to-air combat, bombing, strafing and intercepting V1 skills. Just click on the type of practice session you want and shazam!!! There you are, several thousand feet over France or Germany, with the action about to begin. It's as instant as getting a stiffy.

Then you get to Tour Of Duty – the main section of the game, the arcade section. So why is it arcadey? I'll explain.

1. There are no take-offs, no landings and no travelling in-between – you just get plonked right in the middle of the action.

2. The missions are rather linear. In what you might call 'normal' flight sims, things tend to happen differently depending on where you've strayed in your plane. In *Heroes Of The 357th*, they don't – you know exactly what you've got to do and you soon learn exactly when to do it. Take a look at mission one as an example (or maybe we should call it level one).



LEVEL ONE

You and your wingman, both in Mustang P-51s, are escorting a couple of American bombers high over Germany. The bombers, if all goes well, should drop their loads in about five minutes. The only thing that's going to stop them is the imminent arrival of a pair of Me-109s. As soon as you've been informed of their presence, your wingman will head for one of them, while your job is to go for the other.

If you kill your 'hun' quickly enough, you can join your wingman (who often gets into trouble on his own anyway) and take his one out as well. (More points, you see – you get points for the number of enemy planes you bring down yourself.) When the mission is over (the view cuts to the bombers dropping their bombs and "Mission Complete" flashes on the screen), you simply press a key and you're whisked back to base. Level one has been completed and it's onto level two. And so on.



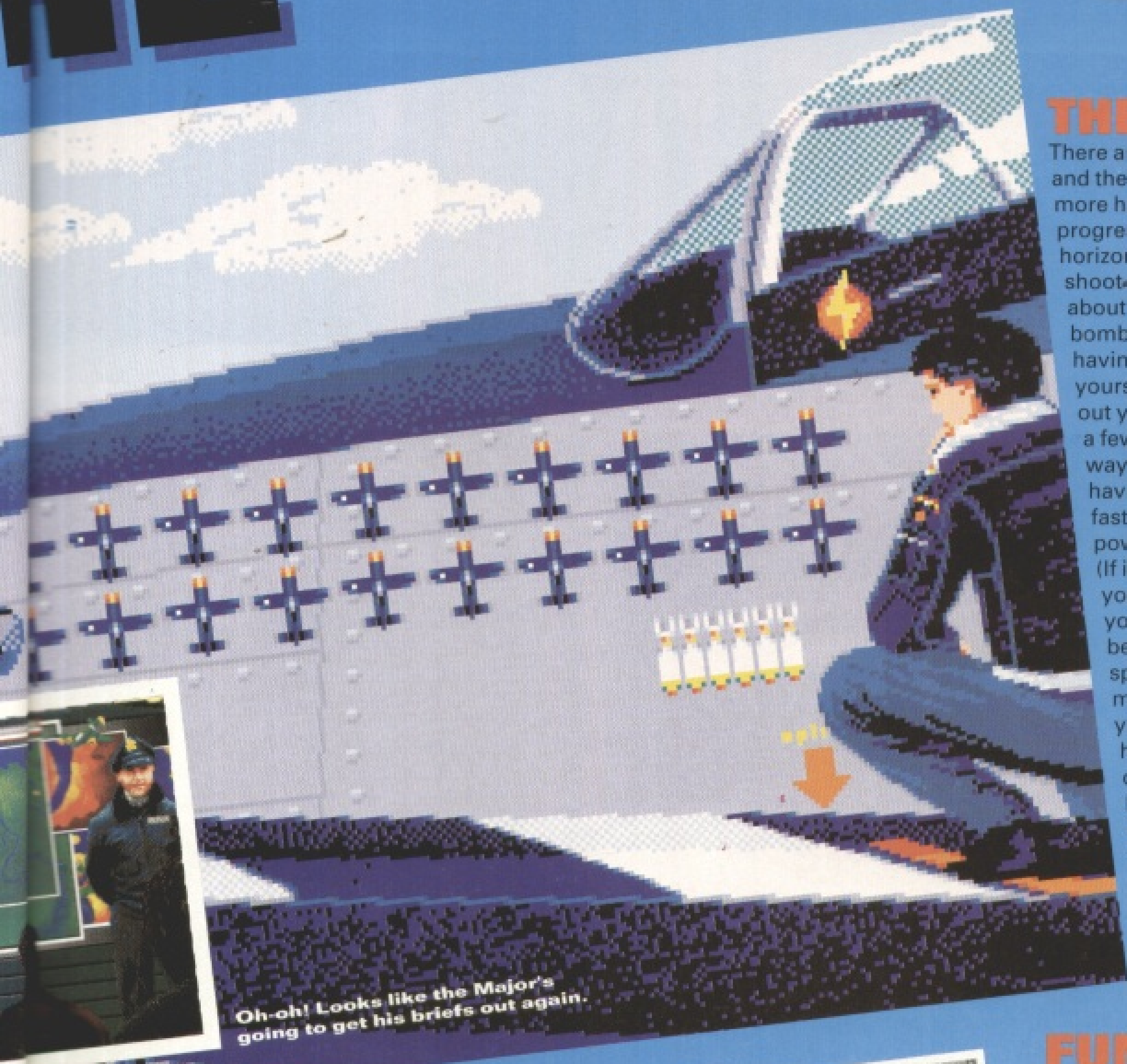


CONTINUE OPTION

Like all good arcade games, *Heroes Of The 357th* gives you a continue option. If a level has gone quite badly, but you still manage to return to base, it's just reflected in your score. A bit of a bummer, yes, but not too serious as long as you do better on the next level. However, things can go even more badly than receiving a low score due to mission failure, because you can get killed. Whether it's a mid-air collision, a case of having been shot down by the enemy or simply the age-old problem of carelessly piloting your plane into the ground, you can die. But it's not permanent, this death bit. In fact it's extremely unpermanent (*The word's 'temporary', actually. Ed.*) because you can simply resurrect your pilot and continue from the beginning of the level on which you got killed. Just like *R-Type* or something.

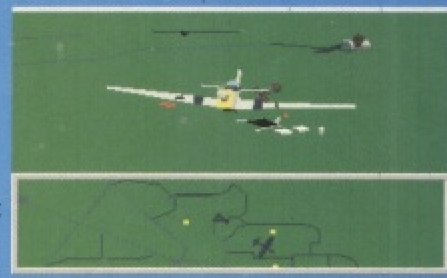


HE



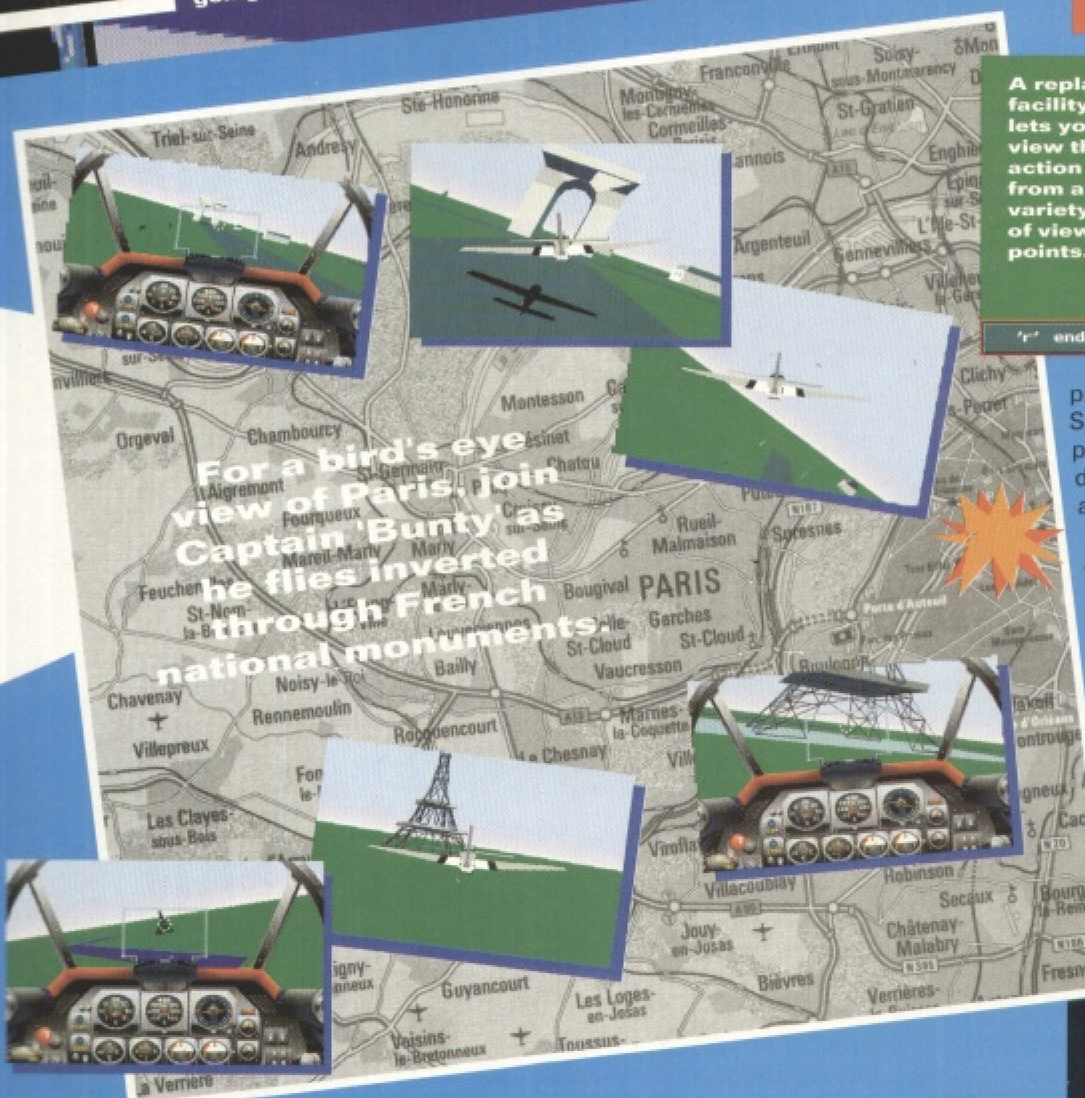
Oh-oh! Looks like the Major's going to get his briefs out again.

THE OTHER LEVELS





There are 32 levels in all, and they get increasingly more hazardous as you progress. Yes, just like a horizontally scrolling shoot-'em up. We know about escorting the bombers, but how about having to bomb things yourself? (You can kit out your P-51 with quite a few goodies, by the way). And how about having to intercept a fast-moving, V1 jet-powered buzz bomb? (If it gets past you and you're below it then you've blown it, because its top speed is pretty much the same as yours – it takes a trillion years to catch up again.) And how about a bit of strafing? (You can shoot anything on the ground, but you lose points for hitting civilian buildings.) How about bombing? (You can take big bombs or small bombs, it's all a question of weight and how much fuel you need to carry in order to get back after the mission is over.) And that's about it for the mission types, with all these skills being needed again and again, occasionally being mix 'n' matched and each time requiring more skill as the 'levels' become harder.



For a bird's eye view of Paris, join Captain 'Bunty' as he flies inverted through French national monuments.

FUNNY OLD BAST



A replay facility lets you view the action from a variety of view-points.

Heroes Of The 357th is a funny old bast of a game, and it's undoubtably a deliberate attempt to do something 'different' with a flight simulator. *Chuck Yeager's Air Combat* may have been a tad arcadey, but this game takes it all the way (the enemy planes only need one hit before they explode, for example). So is this a good thing? Well, initially I was highly disappointed. Then I was slightly less disappointed. Before long I didn't care – I'd forgotten all about what I'd been expecting and was blasting away merrily on level five. Hooked.

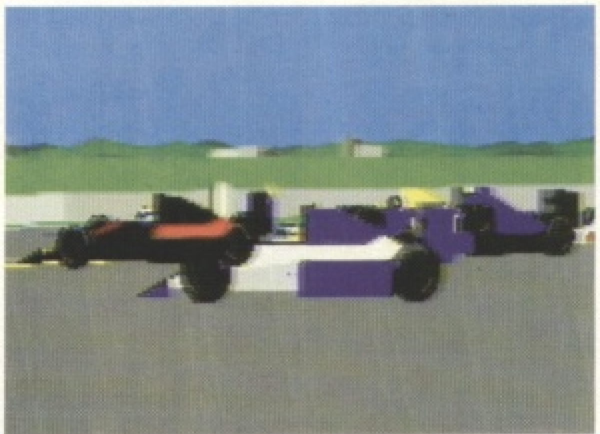
At the end of the day, I'll put it like this: *Heroes Of The 357th* drips pure and unadulterated action to the total exclusion of atmosphere and involvement. While it's exciting, you don't really care about who gets killed or by whom (just as long as it's by you). So does this make it crap? Well, no, because apart from the excellent speed and quality of the animation, the arcadey structure of the proceedings brings with it the all-important feeling of 'just one more go' – and with 32 levels that's quite a few goes. Well worth a look.

HEROES OF THE 357TH is out in Mid-June from Electronic Arts on PC, at £34.99.

FORMULA 1

ESTEE

Have you got an ST? Do you like car games? Then you'd better buy FORMULA ONE GRAND PRIX from MicroProse – according to DUNCAN MACDONALD, it's the most amazing thing since sliced bread.





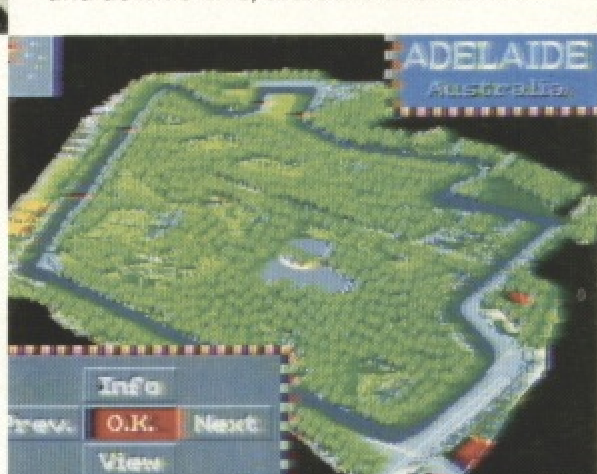
FRONT END

There are tons of drivers to choose from and you can change their names – just your own name, or all of them. Make them as real or as silly as you want. How about deciding on the difficulty level? You can tell the computer-controlled drivers to be crap, through to totally amazing, and then you can decide how amazing you are. You can make your car totally automatic (it even brakes for you), partially automatic (you choose the aids you want) or not automatic at all (like a real F1 car – very fast and very deadly).

THE TRACKS

You get: Phoenix, Interlagos, Imola, Monaco, Montreal, Mexico City, Magny-Cours, Silverstone, Hockenheim, Hungaroring, Spa Francorchamps, Monza, Estoril, Barcelona, Suzuka and Adelaide.

It's worth mentioning that each track is incredibly accurate – all the trees are in the right places, all the buildings, all the little bumps, all the cambers, all the uppie and downie hills, there are skidmarks all over the place – everything's there. A few of us ZERO scribblers went to Brands Hatch for a spot of grass karting recently, and while we were there one of the Brands Hatch employee type people had this to say: "I've driven around all the racing circuits in the world – it's part of my job – and believe me when I say that the MicroProse simulation is spot on. I actually went and bought myself an ST just so I could play it." He was slightly impressed, in other words, after having seen it running in a software shop.

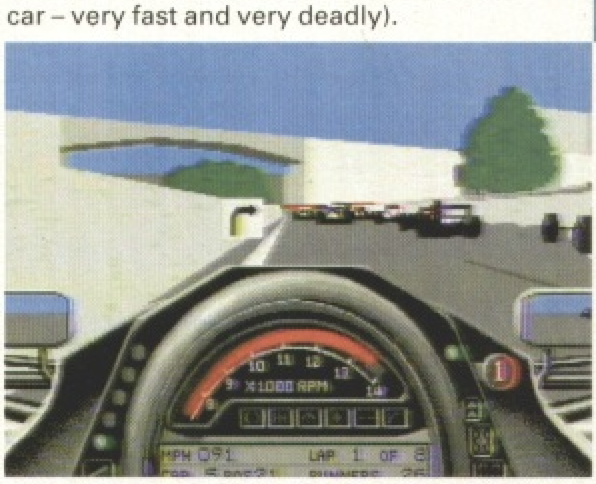




THE RACES

You can go for the full-blown Championship Season (where you race on each track in turn for points in the drivers' league) or you can go for the Single Race option (where you choose any track you want, just for instant excitement). Once you're on a particular track – whether in the Championship Season or the Single Race – you have four options open to you: Free Practice, Qualifying, Pre-Race Practice and Race. Free Practice helps you set your driving rhythm, ready for the qualifying laps – it's important to be ready for them, because on some tracks a bad qualifying time, and therefore a bad grid position, can cost you the race.

After the qualifying session is over, you can either opt for a pre-race practice or just go straight for the main event. Ah, the main event – it's wonderful. And the instant replays, from several angles. Oh, joy! You have to be there. The ST version seems somehow quicker than the Amiga version too. It's so skill.





GRAND PRIX



TWO OR MORE CAN PLAY

While you don't have the facility to actually link up computers and play head to head on different monitors, what *Grand Prix* does give you is a brilliant (and innovative) multiple play option. Simply tell the computer how many people are going to be involved (up to a massive 35, believe it or not), tell it how many turns everyone wants, and the programme will then allocate equal time slots for each and every one of the blighters.



Each player then takes it in turns, basically, and when you're not actually at the controls driving, the computer will be doing all of the work for you. "So what about the change-overs?" you may wonder. "Do you have time to snatch hold of the joystick out of your chum's hands and ready yourself?" And the answer is yes. There's a ten second delay involved between one player losing control of his motor and the new player picking it up, during which time the computer controls all of the cars on the track. No worries. It's quite smart in fact.

CUSTOMISE YOUR RIDE

During your practice, qualifying or pre-race sessions, you can access screens on which you get to muck about with such things as your brake bias, the effectiveness of your front and rear aerofoils and your gear ratios. At first you tend to use the default settings and don't bother tinkering at all, but as you get more proficient in the game you realise just how important these adjustments are. They affect the handling of the car like you



wouldn't believe and can make the difference between first and last place.

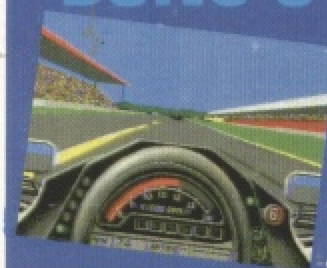
About to race on a hilly circuit with lots of bends and no really fast sections? Then close the gear ratios, stick on heaps of extra downforce and shove the brake bias forwards (you want the car to stick, not fly). A flat circuit with loads of long straights? Then reduce the downforce and crank those gear ratios up (the car may be slow to accelerate and get twitchy on the corners, but the speed on the straights more than makes up for it). Oh dear, it's decision time.

FORMULA ONE GRAND PRIX is out now from Micro-Prose on the ST, priced at £34.99.

Graphics	Playability	Addictiveness	Sound	Overall
94	94	94	90	94



DUNC'S HOT TIP



Here's a tip for how to get a brilliant qualifying time at Monza. You know the chicane just after the pits? Well, forget it's there and tear right across it at 200 mph. The way to line yourself up for this stunt, as you're hacking toward the chicane down the start/finish straight, is to use the yellow dotted lines which emerge from the pit-lane. Use them as an approach arrow – you want to get your car almost dead over the top of them (and just fractionally to the right). Once you've passed these yellow lines (doing 190mph by this time), make sure you don't touch the steering at all. It's very tempting, but if you hit the rumble strip you'll find you can't control high speed spins, and er... you've had it.

Now this technique doesn't always work – you've got to be pretty good, for a start, and you definitely can't use the auto braking aid. Watch for the other traffic – they can be in the wrong place at the wrong time. However, never forget that you've got four sets of qualifying tyres. In other words, you've got four attempts. If you're successful (and, of course, if you perform well on the rest of the circuit), you can achieve a lap time of under one minute 15 seconds. That's a full six seconds better than the real life record.

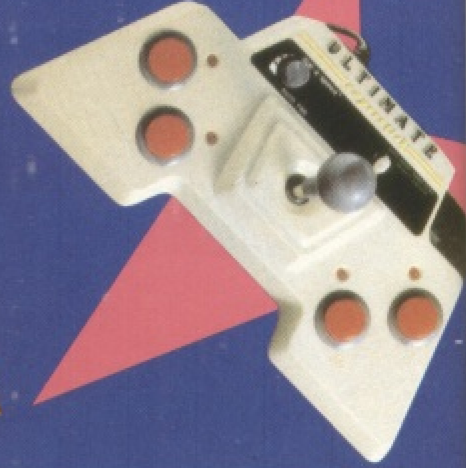


ADD-ON EXTRAVAGANZA



win!





LOADS OF EUROMAX ADD-ONS



Yes, Euromax, purveyor of joysticks, joypads and accessories to the games-playing public, has decided they've got more goodies than they could ever possibly need. The company has very kindly provided us with £500 worth of the stuff to give away to you lot. Pearls before swine, as far as we're concerned, but it's their cash, so what the hell.

Here's what you do to win. Study the questions below, ring up our hotline and, when requested, for each one give the letter corresponding to the correct answer. Don't forget to leave your name, address and your computer or console format too. Easy, eh? Here are the questions:

1. Dominic Diamond is renowned for his joystick fixation. What else is he famous for?

a. Being the inspiration for the Finbar Saunders character in Viz.

b. Hosting Channel 4's *Gamesmaster* programme.

c. Sleeping with Patrick Moore to get his job.

2. One of the first computer peripherals was:

a. The MagniBabbage, a magnifier and light for the small read-out dials on Babbage's Calculating Engine.

b. The card reader used by Jacobson's Loom.

c. The CD-Rom Drive.

3. Which of the following computer products is not marketed by the Euromax company:

a. The Zoomer, a yoke-style controller ideal for driving and flight sims.

b. The Game Care video game and cartridge cleaning kit.

c. The Data Sheath, a teledildonics interface.



Check it's OK with the bill payer before you start and then get dialling...

0839 121150

Euromax markets all sorts of equipment you never even realised you needed, including a cartridge cleaning kit and a video game score book in which you write all your high-scores (or indeed any large number that comes into your head). What's more, the joysticks come in more colours than you ever dreamt of (five), allowing you to accessorise your games system to co-ordinate with your own outfit, whatever the occasion!

RULES

- Employees of Dennis Publishing or Euromax Electronics Ltd are banned from entering.
- Ring in before July 31st or the only add-on you'll be getting will be an unnecessary add-on to your phone bill.
- The phone lines are open 24hrs a day. All calls charged at 36p per minute (cheap rate) or 48p at all other times
- The Ed's word is final.

PICK YOUR STICK*

There's something for everyone, whatever piece of hardware you run your games on. Take a gander at what's on offer...

4 Ultimate Supersticks, compatible with Amiga & ST computers. This arcade-style controller has a Dial-a-Speed™ auto-fire switch, some lovely flashing LED's and a duplicate set of fire buttons for you south-paws.

1 Ultimate Superstick, this time for the Master System. Games can be made to run in slo-mo at any time by flicking a sneaky old cheat switch.

1 IBM PC joystick, complete with a no-non-sense, wipe clean pistol grip.

1 Angler, a sexy and reassuringly expensive joypad for your Super NES with a high knob and switch count. Oo-er!

14 GameTunes headphone buds, providing you with full stereophonic sound on your console or handheld. The most common question asked of these soft foam ear plugs is: are they hygienic? Well, the answer is probably not. Still, you can ditch that old biro top, 'cos nothing shifts wax more efficiently than one of these babies.

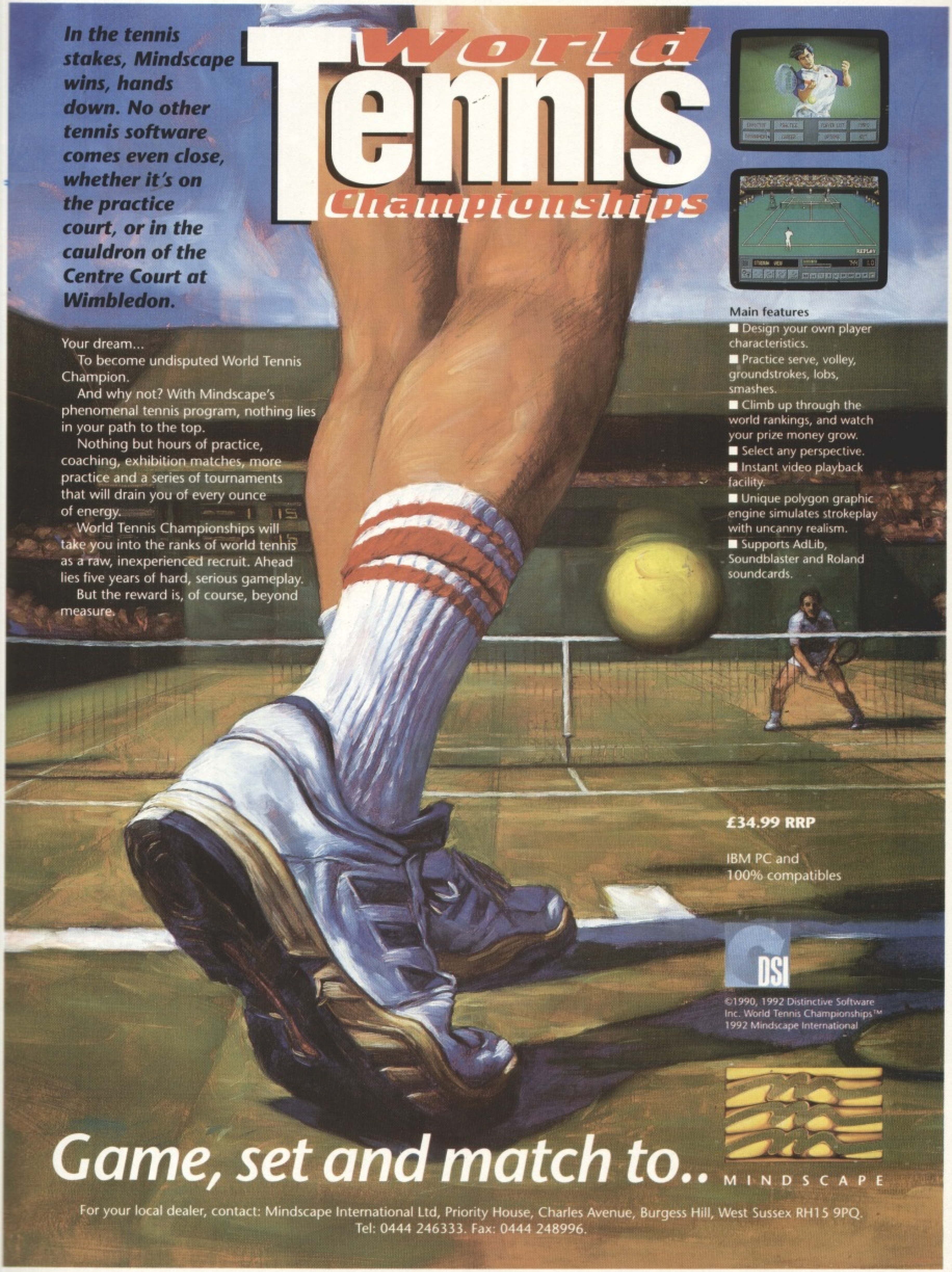
4 Zinger joypads for the NES. Each has an ultra-macho pistol grip in attractive and hardwearing plastic.

3 Striker joypads for the Mega Drive. Not tested on animals, they come with an extra long cord and three independent rapid fire switches.

4 Magnigears for the Game Gear. Squint no longer, these little gizmos turn the display into full 70mm Panavision.

3 Magnilights for the Game Boy. Same as the above, but they also illuminate the display so you can play under the quilt long after bed-time.

*Or add-on.


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Main features
■ Design your own player characteristics.
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■ Instant video playback facility.
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Risky

RISKY WOODS? Risky woods? I'll tell you what's risky. Giving the new arcade adventure from Electronic Arts to DAVID McCANDLESS to review – that's risky.

AMIGA

"If you go down to the woods today, you're sure of a big surprise." Not half, if your woods have been designed by the cunning Hispanic minds of Dinamic. You should be less sure of a surprise, and more sure of a six tonne rock falling on your head or a huge, spiky whatchamacallit poking you up the nether regions. And don't think you'll be attending any nonce-based bears' picnic with tea and cakes and orange squash either.

Try and imagine sitting in on Satan's picnic, with walking skeletons, leathery harpies and a few thousand devils thrown into the bargain. When you hear the title, you may think, noncily enough: "Oh, there'll be a few over-grown roots for me to snag my foot on... and probably a few earwigs... and maybe an irate gamekeeper or something. Ho, ho." After a few games of *Risky Woods*, you'll be a-sweating and a-cursing God along with the rest of us...



RUNNING COMM

This is zone two – The Hanging Gardens. It looks most plush, but see the walking skeleton? Yeah? And the fire-spitting demon head? Yeah? Not so plush now, is it? The demon is protecting a part of the Eye Key. It takes about six shots. But watch out for the homing fireballs while you're blatting it.



HARDER THAN HARD

Dinamic games have a reputation for being a bit 'tough'. If you remember games like *Narco Police*, *After The War* and *Satan*, you'll remember them with the taste of adrenaline on your joystick and a few nice words that you'll never hear your parents say on your tongue. *Risky Woods* in no exception – it is hard. But it's also 'furious'.

"What's the difference?" I hear you ask. Well, hard games are usually hard because they're designed that way. Everything's planned so a normal gamester can't really get very far. 'Furious' games are hard, but only because you haven't got used to them yet. Furious games are arranged so that your normal non-ninja can learn the tricks and the skills within a few plays.

Risky Woods' character, Rohan, has a few tricks and skills up his sleeves. He bounds, shoots and stoops along the scrolling scenery, which is made of the usual four main elements. There's the flat bits, the sloping bits, the moving lift bits and the large gap bits. All these parts are combined over about thirty screens per level. There are four levels: Mountain Pass, Hanging Gardens, Catacombs and Hidden World. So there isn't a wood at all – what a con!



Taking the elevator to the second pedestal, our hero finds a vital piece of eye-key.



By the honour of Greyskull! Rohan throws the key and the eye guardian shatters. Hurrah!



MISSION BRIEFING

Each level has a few monks trapped in stone. These are to be rescued, not shot. They are protected by some 'Eye Guardians'. These are to be shot, not rescued. They can only be shot and destroyed if you have collected two parts of the 'Eye Key'. These are found somewhere on the level. If you forget to rescue all the priests, neglect to collect the key or run out of time, you're sent back to the beginning again.

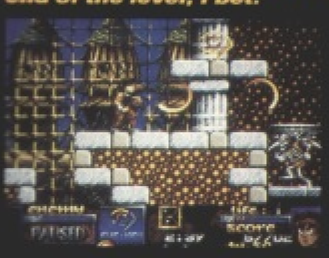
y Woods

...NTARY...

Well, rub my chin- if it isn't a 'puzzle'. Just look what happens if I step out onto the wooden ledge. An asteriod blimmin' well falls on me. If I activate the trap and then leap back, I survive (but the ledge breaks). And beyond it lies an insurmountable leap. So what do I do now?



After cunning use of short jumps, I've cleared that puzzle. Now there's a bit of a lull in gameplay. Why don't I stand here for 30 seconds or so, annihilating every nasty that comes onscreen and reaping the coins they leave. They'll be useful in the shop at the end of the level, I bet.



Bit tortuous, this. Token large gaps... small platforms... and hovering pterodactyls. The whole situation is made trickier by the huge knife-things poking up from time to time in between the gaps. Lots of leaping and firing.

YE OLDE SHOPPE

What you can get, what it all does...



***AXES:** A bit annoying in closed spaces, but unrivalled for blatting airborne basts.*

***BOOMERANG:** Bit crap actually. Don't buy it. Shoots backwards as well. Bloody Aussies.*

***ENERGY:** Guess what? This is your essential 'topping up' facility.*

***CHAIN:** Slight upgrade from the knife. Straight lines and meaty damage.*

***FIRE:** This is more like it. Fireballs. Fast. Power. Straight as a die.*

WHAT'S IT LIKE?

It's got everything you could possibly want from an arcade adventure. Lovely huge scrolling levels packed with colour and scenery bits. Ugly, disgusting, hateable nasties, including face-huggers and leaping helldogs. Lovely juicy chests, swollen with power-ups, literally falling from the sky. Gold coins to amass and buy extra weaponry with. A tight time limit where you really have to beat the clock. Smooth animation, good playability and incredible addictiveness. And all sorts of nice touches like gravity, special continue options and fab music. Okay, so it looks and plays a bit like *First Samurai*. And yeah, it has elements of *Sonic*. But that's okay - with such a pedigree, you can't go wrong.

GRAPHICS 88	PLAYABILITY 89
ADDICTIVENESS 90	SOUND 86

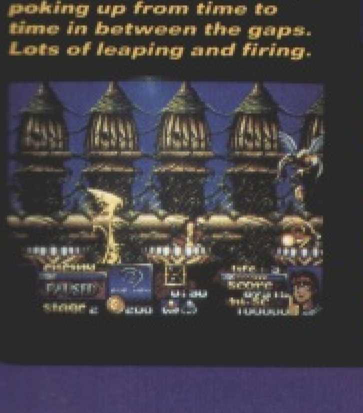
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POWER-UPS

You can't have a review of an arcade adventure without a little bit describing the power-ups...

- APPLE: Watch out! Makes you kip for 30 seconds.
- ARROW: Avoid! Shunts you back about three screens.
- STAR: Hooray! This babe gives 5,000 lovely points.
- CROSS: Hallelujah! A bumper crop of 10,000 points.
- JEWEL: Bloody Hell! Steady on, it's 50,000 points.
- HEART: Hurrah! A whole three extra units of energy.
- SKULL: Oo-er! Gives six energy units or saps energy.
- SANDGLASS: Praise de Lord! One minute extra time.
- THUNDERBOLT: Gloria in excelsis deo! Invulnerability.
- FIREBALL: Jigger me sideways! It's only a Homing fireball.

RISKY WOODS: out late July from Electronic Arts on Amiga & ST, priced £25.99 and on the PC, at £29.99.



Decisions, decisions. Two priests to free. One could be an 'evil spirit', which means lots of fire and brimstone and pain if I free it. One could be a 'goodie', which means lots of angels and hearts and Christmas trees. Downies, I think. More effort, but I think it's a good idea to lick God's bum.



Help, God! Help! I didn't mean to free that evil spirit. Now I've got this tricky fat bastard to deal with. I should have bought one of the axes in the shop. I bloody well knew it. Goddammit. Aagh! No! what I meant to say was 'sorry, your most Holiness'. Slurp, slurp. Didn't mean it, honest.



DUNCAN MACDONALD reviewing a puzzle game? Well, it was a bit of a PUSHOVER (from Ocean).

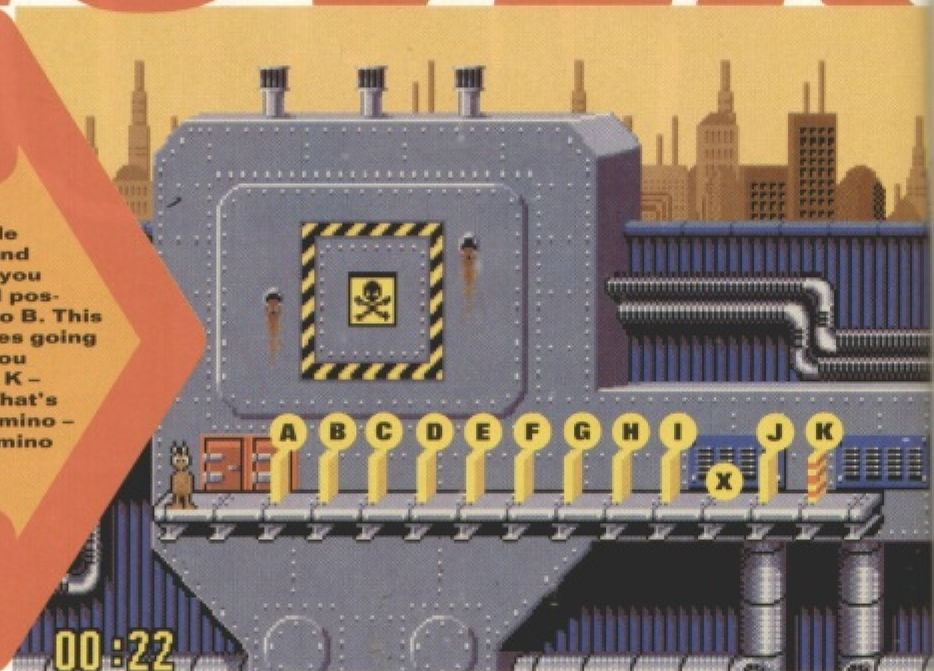


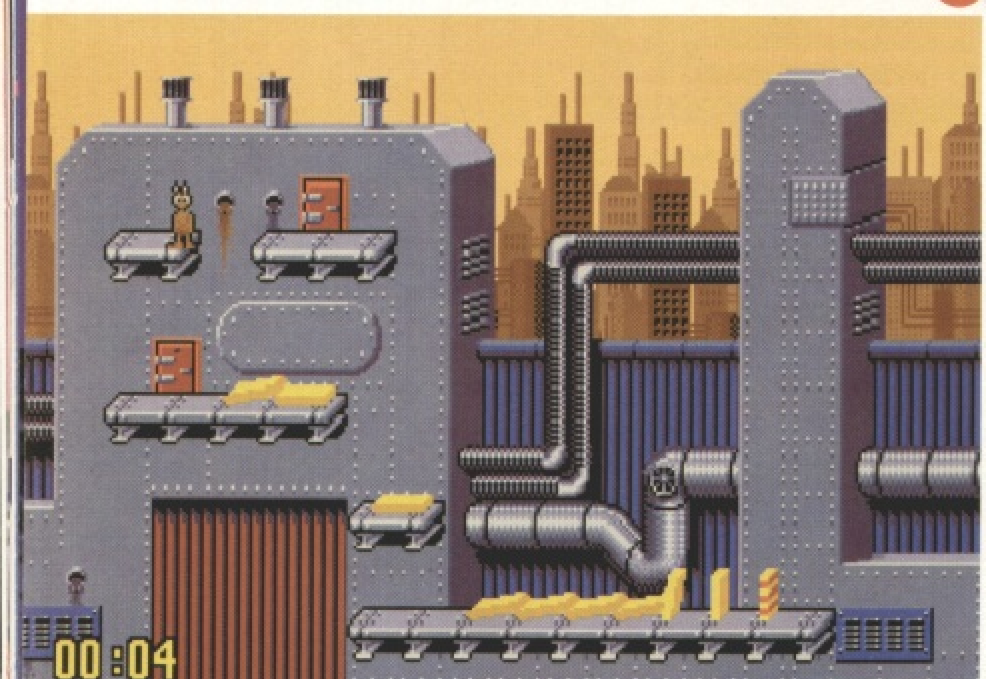
PUSHOVER

AMIGA

Pushover is all about dominoes. You control a little person who enters a screen through one door, picks individual dominoes up, moves them around, puts them down again in different places and then gives one of the dominoes a shove. If things have been well planned, all the dominoes will fall over, allowing the little person to leave by the second door. Sounds very easy, doesn't it? Well, to make things more 'interesting', there's a timer ticking away, but the time limits are 'overly generous' to say the very least.

LEVEL ONE – IT'S A CINCH
First of all, you get your little chap to pick up domino A and move it to position X. Then you return back to your original position and knock over domino B. This will result in all the dominoes going down. There's something you should know about domino K – see it's got three stripes? That's because it's the Trigger Domino – it has to be the very last domino to topple, or you don't progress to the next level.





DOMINO LINE-UP

There are ten types of domino in all, and they all look slightly different. Here's a quick run through of the things they do – their 'special powers'.

STANDARD: You've seen it all before. It just falls over, a bit like Oliver Reed at two o'clock in the morning.

SPLITTER: If any domino falls directly onto the top of this one, it'll 'split' into two. One half will fall one way, the other half will fall the other way.

TUMBLER: This one just keeps on keepin' on, head over heels. It only stops when it hits something, and then it starts going the other way.

ASCENDER: If this is hit, it rises vertically and so can trigger the toppling of dominoes on higher platforms.

BRIDGER: Got a gaping hole in one of your platforms? Not after this has toppled onto it you haven't.

EXPLODER: Topple this one and it will explode, blowing a small hole in the platform on which it stood. The domino which knocked it over will then fall through this hole.

VANISHER: Ping! This one magically disappears when you touch it.

TRIGGER: Now here's what it's all about. This is the one you want to fall over last. If it tips over too early (or doesn't fall over at all, for that matter), it's 'have another go' time.

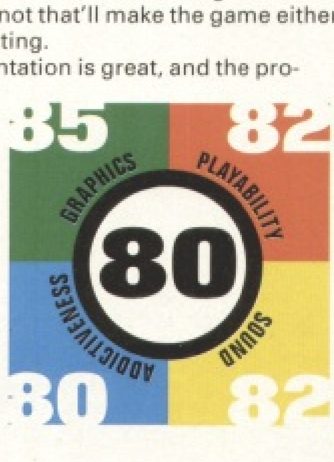
STOPPER: These little chaps are just blockers really – they're there to stop other dominoes falling over, and don't need to be toppled themselves.

DELAY: This takes a second or so to fall over. And as timing can often be crucial, it's worth its weight in gold.

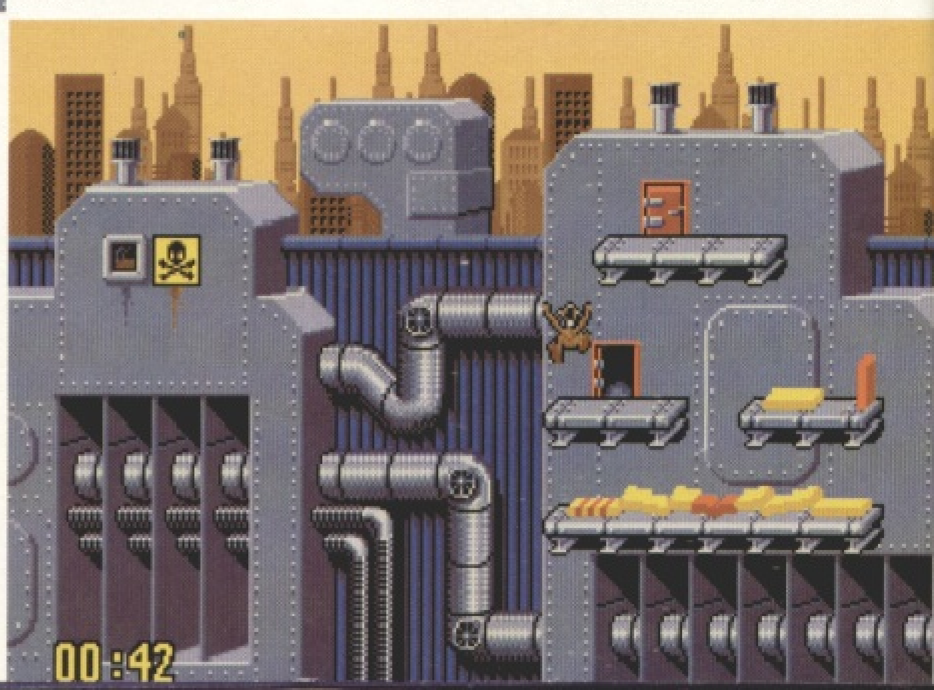
I have to admit that *Pushover* gets much too hard much too quickly for me. Okay, I may not be the cleverest member of the human race, but the *Pushover* learning curve has got a giant concrete wall sticking out of the top. It's whether you can pass this hurdle or not that'll make the game either infuriatingly addictive or infuriatingly infuriating.

It's that simple really, because the presentation is great, and the proceedings flow along at a nice chugging pace. In fact, *Pushover* has a similar feel to *Lemmings*, and it even looks and sounds a bit like it.

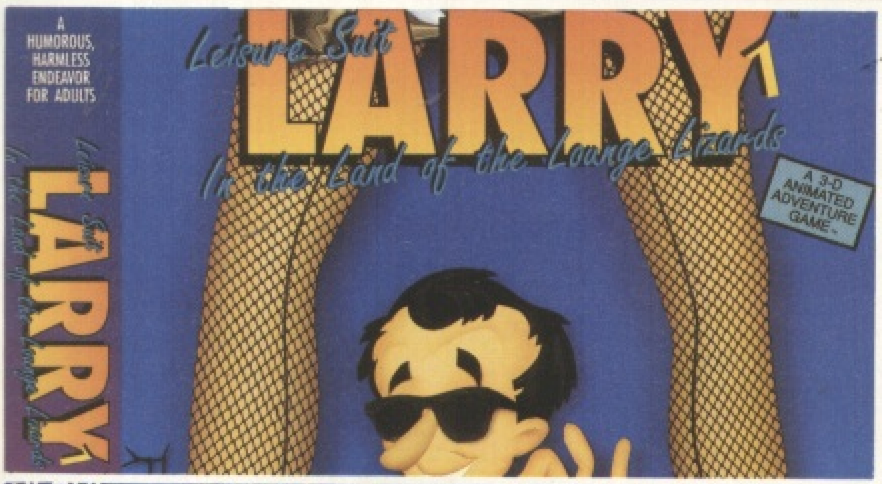
So there you go. If you know that you love this sort of game, and that as far as you're concerned the harder they are the better, you'll be at it for months.

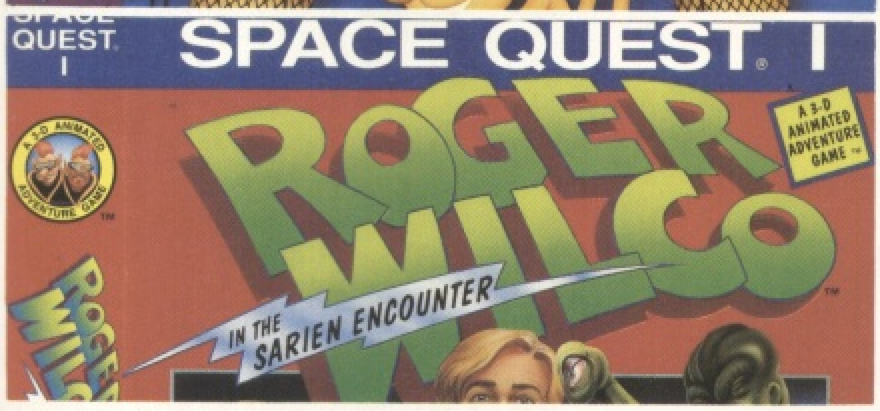


PUSHOVER out now from Ocean on Amiga/ST, £25.99; and PC, £29.99.



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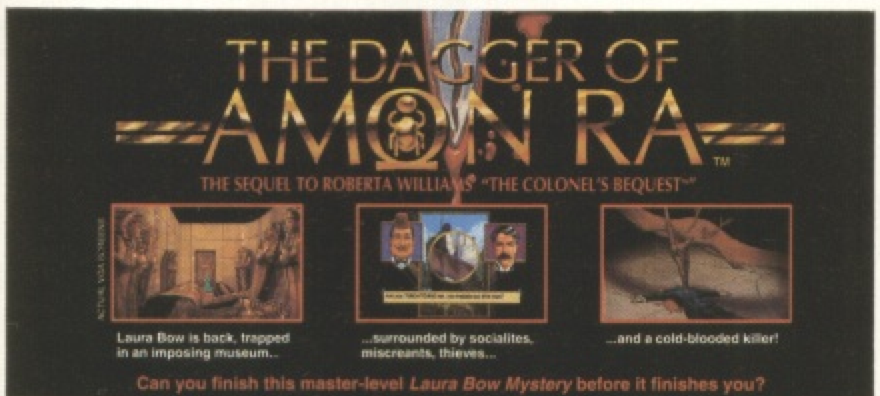
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3 Bolshevik forces under Gyles 'Ra-Ra Rasputin' Brandreth MP.

4 Nationalist militia sponsored by Gadaffi.

5 Hard-line communists sponsored by Diet-Coke.

Note that the republics comprise of a number of provinces. Here the shading of each reflects the degree of civil unrest. Black areas denote all-out nuclear civil war, whereas the clear ones have less social unrest than Trumpton.



Here's a geo-political map of the area. Each republic is home to four distinct ethnic factions, and has a main ruling party...

ashes of empire



MARTIN POND, a man with a greater grasp of international current affairs than even Jimmy Greaves, reviews ASHES OF EMPIRE – a political adventure from Mirage.

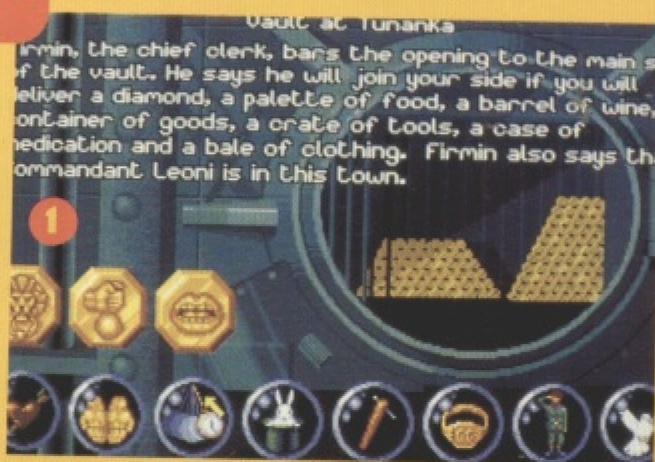
AMIGA

Ashes Of Empire is another epic from Mike Singleton, the Cecil B De Mille of the games industry. Like his previous works *Midwinter 1* and *2*, it has a vast scope, heaps of characters and a fab 3D combat environment.

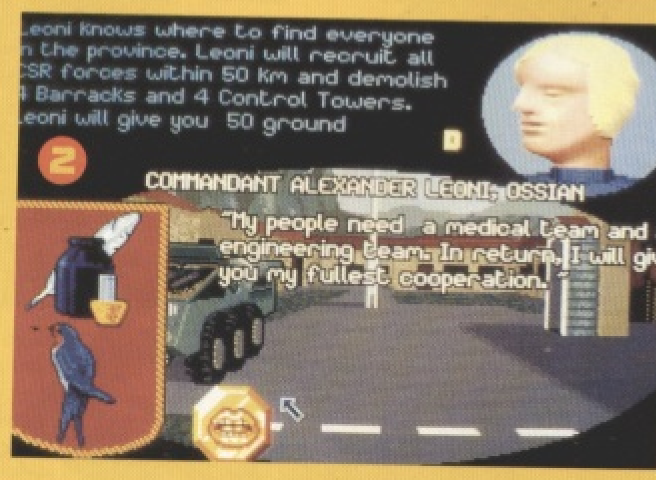
Inspired by the dissolution of the former Soviet Union, *Ashes* involves five states in the process of breaking away from the Confederation of Syndicalist Republics (CSR).

You play an international troubleshooter whose job is to bring peace to the five republics and guide them down the rocky road to independence. Working covertly, you have to locate the big nobs in each province and win them over - usually by trading commodities with them. You'll also have to fight off any CSR forces you encounter, and deal with any forest fires started by reactionary guerillas. All in all, you'll need to cultivate the skills of Perez De Cuellar, Ollie North, Stormin' Norman and...er... Fireman Sam too.

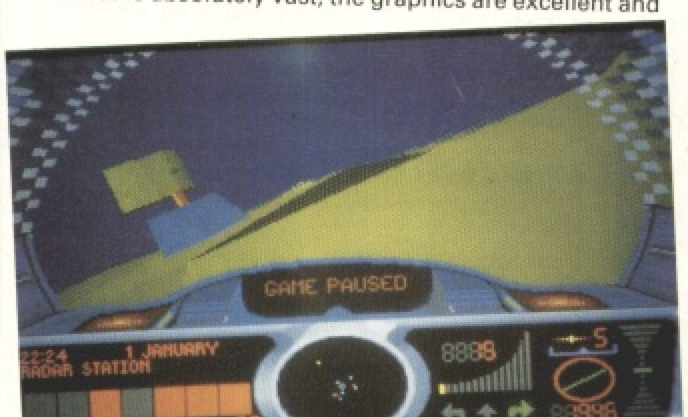
Ashes is absolutely vast, the graphics are excellent and it's got an intelligent scenerio. However, playable it ain't. There are so many (authentically Eastern-European) contact names to keep track of, it's like trying to memorise the Gdansk phone book. And all that assembling teams of people from the various professions business is not a million miles from playing Happy Families. If you're a convinced Singleton-groupie, buy it anyway. But if you're new to his work and you want to see what all the fuss is about, *Ashes* probably isn't the best place to start.



1 To achieve the game's main aim of securing enough votes from each faction to win an election, you'll have to do a lot of networking - you know: "Let's do lunch," "My people will ring your people," – all that jazz about making contacts. There are 9,000 characters, all ready to scratch your back if you'll scratch theirs. To win their loyalty, you can either give them the goods they ask for (it might be anything from potatoes to hospitals) or you can click on an icon representing one of eight conversational gambits. So you can try beating them up ("Stitch that, Ruskie") or even chatting them up ("Hey, I'll bet you're a Virgo, yah?").



2 There are also over 600 professional characters who can be put into working teams and used to rebuild a province's infra-structure. Each one recruited provides you with a block vote from the plebs, and a pointer to locating any of their high-ranking pals. Luckily there's a busy-body in every province – a sort of Comrade Percy Sugden – who knows everyone's comings and goings.



Radar tracking station ahoy!

ASHES OF EMPIRE: out from Mirage on Amiga in late June at £34.99, and on PC later this year, price Tba.

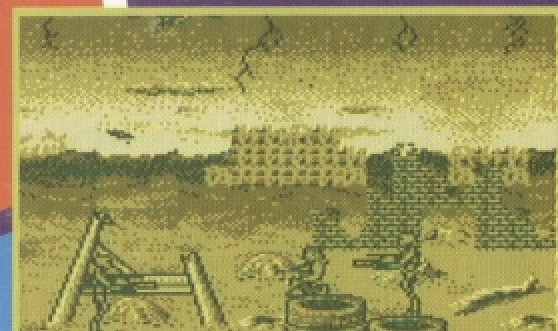
GRAPHICS	89
PLAYABILITY	78
ADDICTIVENESS	78
SOUND	85
Overall	80



ter

hand jobs

Hand Jobs is the place for reviews of the latest carts for the handhelds. Yup, Sega's Game Gear, Nintendo's Game Boy and Atari's Lynx – they're all Hand Jobs!



ax battler:

a legend of golden axe

GAME GEAR

By now most of you will be familiar with the two *Golden Axe* games available for the pluggy-into-the-TV-type Sega consoles. Both of these are hack 'n' slash action games – unlike this one, which combines role-playing elements with the death and gore. It's up to you, as Ax Battler, to recover the fabled Golden Axe from Death Adder before he turns Firewood into, er... firewood.

The RPG parts are viewed from above, allowing you to explore, talk to folk and suchlike. If (or rather when) you're attacked, the action flips to the traditional side-on viewpoint and battle commences. You collect vases, which govern your spell-casting abilities, and new combat moves are learned along the way.

The game succeeds in enhancing the original *Golden Axe* concept – the RPG sections adding to the story considerably. Add to this the sexy graphics and you have a surefire winner.

87



Out now from Sega, £24.99.

LYNX

Rampart is a neat combination of action and a small smattering of strategy. As in its arcade namesake, you have to defend your castle against fleets of ships. Unfortunately, the enemy navies' idea of a big laugh is to sail up to your poor, innocent castles, firing cannons and slinging insults about your mother. (Who knows? Maybe they know something you don't.)

Of course you're allowed to shoot back – purely in self-defence you understand – in an attempt to blow as many of the protagonists out of the water as possible.



Out now from Atari, £24.99

Between rounds you're given the chance to repair any damage to the walls in a *Tetris* sort of style – fitting falling shapes into breaches in your castle. The game is won when you've conquered a certain amount of land or sunk enough ships.

There are some nifty graphics and sampled speech to swoon over, making this cart one of the most desirable on the Lynx. Buy it and you'll be kept amused for weeks

87

rampart



Out now from Acclaim, £24.99.

minator 2

GAME BOY

Acclaim's latest Game Boy cart puts you into the sweaty sneakers of Rees as he battles to terminate the Terminator in the game of Arnie's blockbuster movie. This *T2* game has little in common with the slightly bland NES version – this one's a ripsnorting lucky-dip compendium of action-packed gamestyles.

Starting in the future as John Connor, you'll have to battle your way past the Skynet defence system. You then have to locate the T-800 design centre before actually getting to grips with one of these formidable killing machines in level three. Varied and challenging, *Terminator* has great and gripping graphics, and is packed with playability. Buy this cart and 'you'll be back' (for more goes).

90

qix

LYNX

Qix (and its sister game, *Volfied*) has appeared on a number of machines over the ages, taking the simple concept of *Painter* and embellishing it with fancy graphics and effects. The idea is to manoeuvre your little 'Qix' around the playing area, boxing off sections with the trail which you leave in your wake. Once a certain percentage of the pattern underneath is revealed, progression to the next level can be made. Care must be made to avoid the various nasties which inhabit the area.

The big question about this type of simple game is: "Is the playability sufficient to make up for the game's lack of sophistication?" The answer in this case is a resounding "Nay,nay and thrice nay". The screen is too small, the playability seems to have been left out and it's impossible to make out what's going on at times. In fact, the most fun to be had with this game lies in the arguments you can have with your mates about whether the game should be pronounced *Kiks* or *Qwiks*, and you don't need to splash out 35 quid to do that.

37



Out now from Telegames, £34.99



dr franken

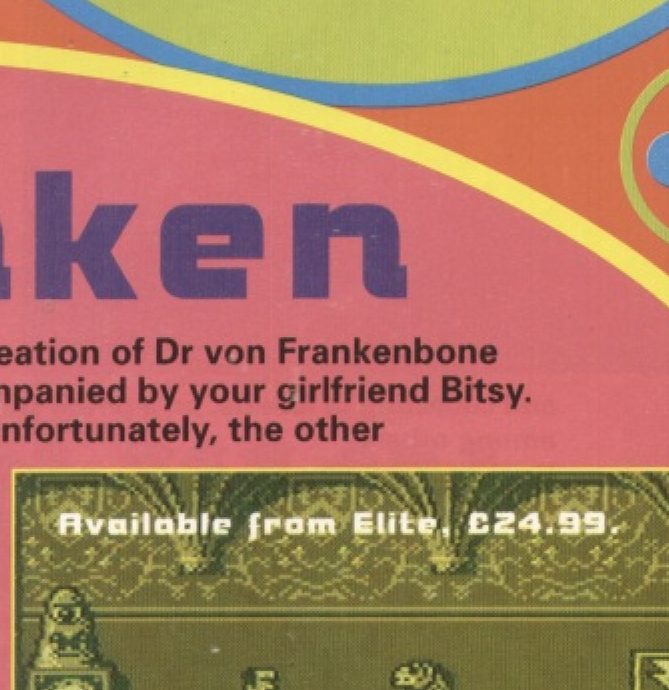
GAME BOY

In this platformy collect 'em up, you are the final creation of Dr von Frankenbone and have lived happily for years in his castle accompanied by your girlfriend Bitsy. (No prizes for guessing how she got that name.) Unfortunately, the other occupants of the castle – assorted ghouls, skeletons and the like – have developed feelings of intense jealousy towards your idyllic relationship. (Maybe you shouldn't have told them what you get up to with her detachable head and double-jointed limbs.) Anyway, these evil sods have separated your beloved into her component parts, and it's up to you to find them in order to resume your cavorting.

The search begins on level three of the castle, where you soon learn how to defend yourself by shooting the slimy turds who hinder you. You also find out that the scrolling is about the best seen on the Game Boy so far, and the gameplay is as good as the plot is preposterous. At last – a platform romp to rival Mario!

88

Available from Elite, £24.99.



marble madness

GAME BOY

Released so far on more formats than Duncan MacDonald says "Geez!" in an hour, *Marble Madness* has finally reared its spherical head on the Game Boy.

For those of you who have spent the last eight years or so in a coma, the game involves you guiding your pet marble over a hazard-filled course and across the goal line within a set time.

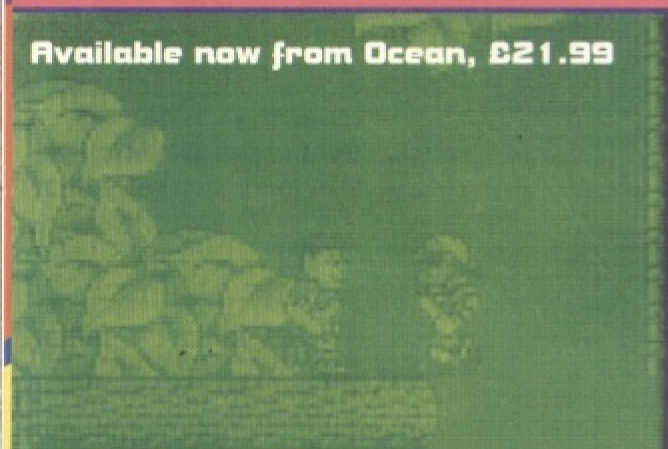
This version probably has the best 'feel' of all the versions of this game I've played – the controls are very responsive, making it great fun to play. So you're probably wondering why, if the gameplay is so slick, does it only get an overall mark of 65? I'll tell you why – the game is too damn short! With only five levels to master, you'll soon regret buying this cart, unless you're the type of person who gleans pleasure from writing down the numbers of trains or supports Wimbledon FC.



Available now from Mindscape, £25.99.

65

hook



Available now from Ocean, £21.99

GAME BOY

The latest release on the Game Boy from Ocean is *Hook*. The game follows the adventures of a modern-day older Peter Pan. Playing the part of Mr Pan himself, you have to rescue your young brats from the evil clutches of Captain Hook, who has predictably hidden them in various locations around Never Never Land.

What follows is a standard platform affair which sees you leaping, stabbing, searching and collecting in forests, on a pirate ship and in a haunted mine, among others.

You must collect enough cakes, thimbles, etc. to open the exit, and then find the sodding thing. The option is given to choose a location to explore, giving a real sense of progression – especially when a few areas have been completed.

While not exactly causing the Game Boy to exude smoke, *Hook* is an enjoyable caper with oodles of gameplay.

79

hydra

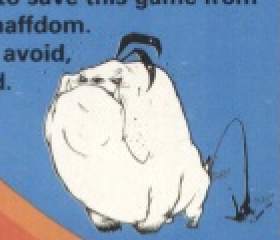
LYNX

It's up to you, as Captain Zippy O'Zip, to transport important, top secret cargos in your trusty Hydra speedboat, negotiating nasty twisty rivers, avoiding attacks from the enemy and blasting as many of them as possible. You can collect bags of dosh which can be spent on upgrading your weapons, and you can even achieve take-off, using the balloons which float above the river. Anyone who's played *Roadblasters* will already be familiar with a similar type of naff gameplay – and believe me, naff is the word. This is about as much fun as extracting your own toenails with a pair of pliers. The boat moves in a quirky manner, and after a bit of sussing out the game becomes too easy to present any kind of long-term challenge.

The swish graphics and ample sounds and music are not enough to save this game from eternal naffdom.

Avoid, avoid, avoid.

58





Available now from Atari, £24.99.

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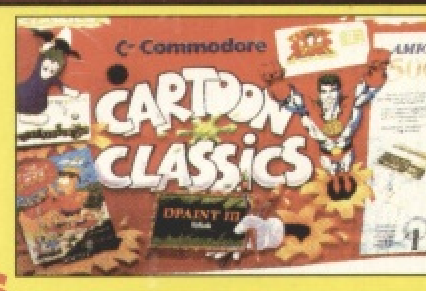
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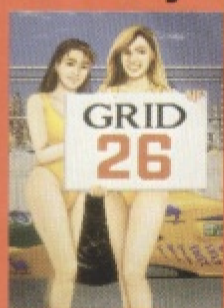
*BIG SCREEN ENTERTAINMENT



BSE? Whaat? Mad Cow disease? On your bike! This here is Big Screen Entertainment the bit where AMAYA LOPEZ takes a trip to the famous Electrocoin Arcade to have a blast on the hottest coin-ops in the west (end).

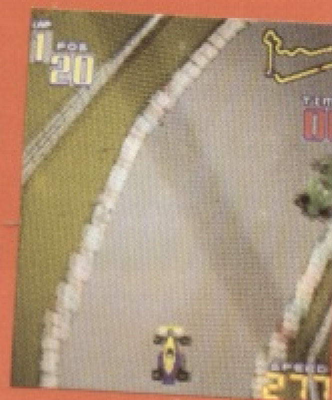
F-1 Grand Prix

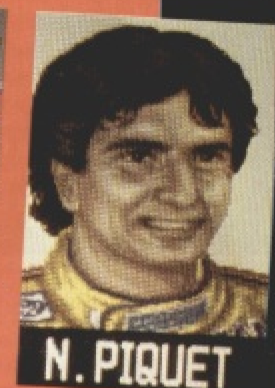
Video System Co.



Whatever your feelings on driving games, this is definitely one you can't afford to pass by. Once you've got the compulsory qualifying lap over with (no mean feat), you can select your fave grand prix tracks. Dabble first in Australia, have a flutter in Mexico, whizz around Italy – the world's your oyster – literally. All those brill little engines are there too: Larousse, Tyrell, Ferrari, McLaren, Williams and Benetton. It's time for frenzied driving, cutting up those basts ahead of you and crashing into your opponents like Billy-o. The map option screen gives you the 'squiggly line' representation of each track, so you can avoid the ones that resemble a plate of yesterday's noodles.

The graphics are neat, with an effective sense of perspective and an arrow sign signalling which way to turn for people with no sense of direction. But the best thing about *F-1 Grand Prix* is its speed – it's so bloody fast, that it's a miracle if you manage to stay on the track, never mind win a race. With a thunderous 'Way To Go' soundtrack, this game is pretty smart. (Even smarter if you can't drive in real life!)







GI JOE

Konami



The Cobra army is taking over, and you, as an all-American hero, are going to have to blast the living daylights out of them. Quite how you manage this against the interminable onslaught of SAS-clad Spiderman lookalikes with their mammoth tanks and helicopters is another matter. But, taking your life into your own hands, you choose your character from Duke, Shake Eyes, Scarlett or Roadblock.

Then you sadly watch your sprite on his mission of no return, desperately attempting to gun down the enemy and blow up the armoured cars while smashing up the summersaulting basts.

The sound on this coin-op is deafening and plagued by indiscernable cries of what sounded like "Yo, Joe", which might have been more at home at the local rave. The graphics are good, and the game uses an *Oppo Wolf*-style cursor to guide your missile fire, but somehow after a couple of goes, the whole thing just wears a bit thin.

DARK SEAL II

Data East Corporation



It's nightmare city – the forces of evil are about to invade. In the year 355AD, four valiant heroes managed to crush the enemy hoardes using a combination of might and magic. The enemy now wants to unlock the Dragon Shrine and form an army by ressurecting the dead. Spook. So who you gonna call? Well, the Knights of Wizard actually. These are just the chaps for the job and you have a choice of five of 'em. There's Carl, the knight who favours a morning star; Freya, a wizard who wields a mean flame pillar; Hark, the bard with an elastic spectrum; Jade, dwarf-figher extraordinaire with her handy battle axe, and Ermina, the elf with the fastest sword in town. Watch out for the tons of magic at your disposal including fireballs, heads of Medusa, lightning and cyclones. All of these can be summoned from your spell book in the bottom left-hand corner of the screen. There are also lots of nifty bonuses such as potions, speed boots, anti-flame amulets and invincible armour.

The graphics are superb, with frenzied action by the bucketload. It's tricky trying to avoid falling in the bubbling swamps while fighting off the evil skeletons, humungous end of level dragons and the human zombies. *Dark Seal II* is a thrashing one or two-player number guaranteed to keep you hooked.

Lethal Thunder

Irem

It's back to that old *Space Invaders* theme with this futuristic blast 'em up. You're a little 'space shape' thingie that has to destroy the oncoming basts. Your space ship is small but perfectly formed with two main weapons – choose between using the gun or thunder. The more you fire with the gun, the more you'll gain on your power bar, while thunder erases the enemies' bullets and damages their ships. You get different types of ammo too: Balkan Fire, which consists of powerful successive shots, Lasers which blast a large area, and Flame Fire and Ball Fire which frazzle everything in sight. Some of the frog-like enemy space-ships are frighteningly huge. There's a variety of spacey enemy doofers including curvy, callous caterpillar thingies à la *Xenon* which'll have you grounded before you know it.

Lethal Thunder is a fast little number with neat graphics and if you're still stuck in a *Space Invaders* groove, you'll love it. Otherwise it's a case of been there, seen it, done it.

STREET FIGHTER '92

CHAMPION EDITION

Capcom

There were no less than 10 *Street Fighter '92* machines in the arcade. Is that a record? This new version of the coin-op smash contains all your fave old characters but also allows you to control the thugs you've previously been deprived of: Bison, Vega, Sagat and Balrog. All the old vicious ways of kicking ass are there, but there are also 40-odd brand new, ultra violent moves.



The graphics are smart – not only the way the sprites are animated, but also the incredible detail that's gone into the background. There are loads of on-lookers watching the fight from shopfronts, holding up chickens and the like as they egg on the fighters, safe in the knowledge that they're not going to be dead meat. Winning a fight is no easy task – you've got to have pretty quick reflexes to pull the punches. *Street Fighter '92* is savage sporting fun – well worth a fistful of sovs.











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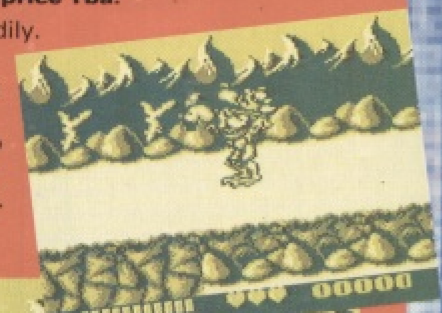
BATTLETOADS

Previews – just like Reviews, except with a 'P' at the start. Oh, and no scores on the games, which, er... aren't actually real games yet, but a sort of mish-mash of screens on some long-haired programmer's smelly computer. So there you have it.

Available from Tradewest on the Game Boy in August, price Tba.

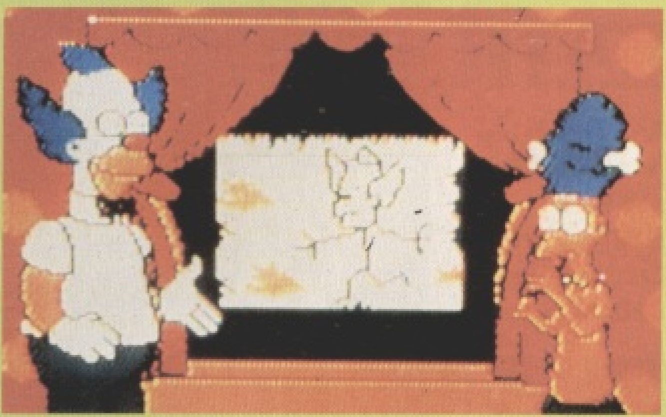
The toads are men's men. They don't have arty farty mediterranean names like Michaelangelo, they have queasy, graphic ones like Zitz, Rash and Pimple. Evidently sponsored by Oxy-10, these amphibians not only have a violent adolescent streak but are also rather easily led. They all become infatuated with a Thalion Thorax Dancer who leads them a merry er, dance when she turns out to be the evil Dark Queen. Rash and Pimple are taken prisoner and you play Zitz who has the unpleasant task of rescuing them. Zitz hotfoots it to the Dark Queen's planet traversing caverns, swamp and the unsavoury innards of the hideous Wurm until he reaches the Robo-Manus, the huge mutha mutant.

The mini-sprites are well animated and move really speedily. Yup, *Battletoads* looks likes it's going to be toadally fab. *(Groan. Ed.)*





Do The Bart Man





It's time to eat your shorts, 'cos Acclaim is currently working on three – count 'em, three – spanking new Simpsons games: *Bart Vs The World* on the NES and Amiga, *Krusty's Super Fun House* on the SNES, Mega Drive and Amiga, and *Bart Vs The Juggernauts* on the Game Boy.

Bart Vs The World follows the Brat and his family on a worldwide Treasure Hunt holiday which Bart has won in Krusty the Clown's art contest. But, like timeshares, this prize has a pretty big snag – it's actually been set up by Mr Montgomery Burns, the owner of Springfield's nuclear power plant where Homer works. He's found that his company has been losing loads of moolah since he hired Homer. So Mr Burns wants to send the weirdest family yet on a journey of no return. He's got all his rels in strategic places waiting to pounce on the unsuspecting Simpsons – there's Fu Man Chu Burns in China, who has a penchant for lethal fireworks, and the Abominable Snow Burns, a half-man half-beast who inhabits the North Pole. It's set to be a nightmare jaunt and no mistake.

In *Krusty's Super Fun House*, Bart's hero the manic-looking clown has just gone into a blind panic 'cos a hoard of stinking rats have invaded his Fun House. Bart decides to organise the sort of rat traps guaranteed to have the RSPCA screaming blue murder. Lovely rodents are all set to be zapped to oblivion with 20,000 volts or explode like a balloon. Smaaart! Krusty has to guide the rats to the traps by uprooting floors, unblocking pipes, finding hidden passageways... in a nutshell, having more fun than he's ever had in the so-called 'Fun House'. He's also got a wealth of custard pies to crush other enemies like the psycho pigs and slithering snakes. All together now: "Aye carumba!".

BART VS THE WORLD out on NES in September, £39.99 and on Amiga in December, £tba.

KRUSTY'S SUPER FUN HOUSE out on SNES in September, £tba; on Mega Drive in November, £tba and on Amiga in November, £tba.

BART VS THE JUGGERNAUTS out on Game Boy in September, £24.99.

All available from Acclaim.

MEGA DRIVE CHART

1. **DESERT STRIKE** Electronic Arts
2. **STREETS OF RAGE** Sega
3. **TEST DRIVE II** Accolade
4. **ROAD RASH** Electronic Arts
5. **MARIO LEMIEUX HOCKEY** Sega
6. **WORLD CUP ITALIA '90** Sega
7. **DONALD DUCK** Sega
8. **GYNOUG** Sega
9. **PIT FIGHTER** Domark
10. **JOHN MADDEN '92** Electronic Arts



Available from US Gold on Master System and Game Gear in June, price to be announced.

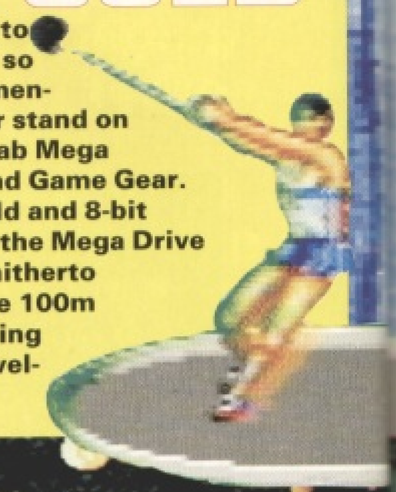
ROOKIES

Available from Virgin on Amiga sometime in the Autumn, ST and PC versions have also been planned, £tba.



This new Virgin game attempts to conjure up halcyon childhood days of bedwetting and decapitating your sister's Barbie doll. It's a magical mix of hide 'n' seek, hopscotch, British Bulldog, Cowboys and Indians and Doctors and Nurses (hem, hem). You get to play with troops of toy soldiers, planning ambushes and missile attacks while risking life and limb to rescue all your prisoner of war mates. *Rookies* will set players certain objectives, but the rules themselves will be very flexible. It'll have a 3D isometric God sim viewpoint and a plethora of missions to embark on – sounds rather skill to us.

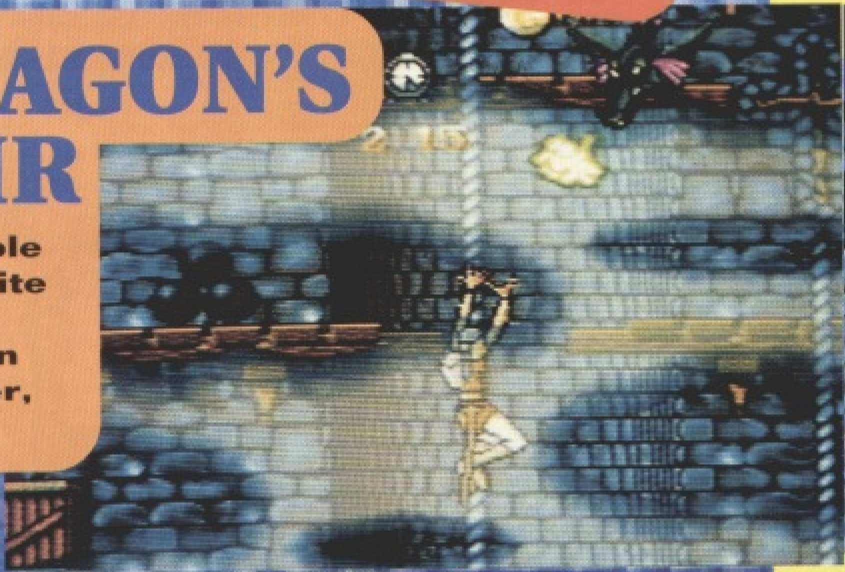
OLYMPIC GOLD



Don't fret if you can't make it to Barcey this year (or if you're so crap at sport that the mere mention of a decathlon makes your hair stand on end), 'cos US Gold is releasing its fab Mega Drive hit on both Master System and Game Gear. And what's more, both the handheld and 8-bit versions seem to play to as well as the Mega Drive original. So now you can practice hitherto insurmountable recreations like the 100m hurdles, diving, archery, pole-vaulting and ram-raiding. In a nutshell, marvellous fun for everyone.

DRAGON'S LAIR

Available from Elite on the SNES in October, £tba.




AMIGA CHART

1. **JOHN MADDEN FOOTBALL** Electronic Arts
2. **BEHOLDER 2** SSI/US Gold
3. **JOHN BARNES FOOTBALL** Krisalis
4. **PROJECT X** Team 17
5. **FORMULA 1 GRAND PRIX** MicroProse
6. **THE MANAGER** Software 2000
7. **PINBALL DREAMS** 21st Century
8. **SPACE CRUSADE** Gremlin Graphics
9. **MONKEY ISLAND 2** Lucasfilm/US Gold
10. **GIANTS OF EUROPE** Anco

GAME BOY CHART

1. **TERMINATOR 2** Acclaim
2. **SUPER MARIO LAND** Nintendo
3. **KICK OFF** Anco
4. **CHOPLIFTER 2** Nintendo
5. **DUCK TALES** Nintendo
6. **DRAGON'S LAIR** Elite
7. **GOLF** Nintendo
8. **PAPERBOY** Mindscape
9. **BUBBLE BOBBLE** Nintendo
10. **BUGS BUNNY** Nintendo

TURTLES IV

TURTLES IN TIME

Available from Konami on SNES in June, £tba.



Just when you thought pizza was going out of fashion quicker than Fergie's lovelife, Konami is currently polishing off the new Turtles game – *Turtles In Time*. Poor old April O'Neil has been kidnapped, along with the Statue Of Liberty. So without further ado, those agile but anal amphibians Raphael, Donatello, Leonardo and Michelangelo chase the heinous Krang and his gang through 10 levels of timewarped history in search of the technodrome.

The turts start their mission in the streets of New York, get warped back to prehistoric times where they have to fight dinosaurs (smart), and then indulge in some swashbuckling on a medieval pirate ship against the evil pair, Rahzer and Tokha. If they survive they'll face Leatherhead, the reptilian bast, on a train before beaming up to the future and meeting Krang's men. Then it's off to the Star Base for the big showdown with Shredder, but be sure to have scoffed loads of pizza for extra energy. *Turtles IV* has incorporated new mid-air moves and kicking forms of attack – it looks like being a pretty smart cart. Wiiiiiiiiiicked!

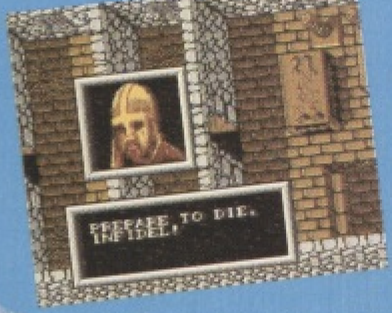


ROBIN HOOD
PRINCE OF THIEVES

Available form Virgin on NES in October/ November, price tba.

The console game of the film will be gracing your NES screen very shortly. For those of you who aren't familiar with the story (ie thickos), here's a quick recap. Loveable royal and all-round good egg King Richard The Lion-Hearted is off fighting in the Crusades in Jerusalem. Meanwhile, the enterprising Sheriff of Nottingham is robbing the poor to give to the rich (*Hmmm... funny how some things don't change. Ed.*) and basically extending his power.

As Robin Hood, Robin des Bois or Robin de los Bosques (depending on which country you live in), you must overpower the Sheriff and his evil witch, Mortianna. You start off the game imprisoned in the stinky Saracen dungeon with your two mates, Peter Dubois and Azeem. If you escape, you'll get to Sherwood Forest where you'll attempt to muster your merry men: Little John, Friar Tuck and Will Scarlett. Only then can you plan how to get off with Maid Marian...



MASTER SYSTEM CHART

1. **SONIC THE HEDGEHOG** Sega
2. **ASTERIX** Sega
3. **MICKEY MOUSE** Sega
4. **DONALD DUCK (LUCKY CAPER)** Sega
5. **SUPER KICK OFF** US Gold
6. **LEADERBOARD** US Gold
7. **PRO WRESTLING** Sega
8. **WORLD SOCCER** Sega
9. **WONDERBOY** Sega
10. **SPIDERMAN** Sega

SUPER SWIV

Available from the Sales Curve on the SNES, early 1993, £tba.

Remember the Sales Curve's brill shoot 'em up where you controlled a jeep or helicopter through dangerous enemy terrain? Well, it's coming to a Super NES near you very shortly. As you can see from the screenie, the game's looking a bit of a stunna, packed with frenetic blasting on a humungous, interminable level of vertically scrolling violence. Fab!





Fans of this coin-op smash will be thrilled to learn that those gawky geeks Dirk and Daphne will be making an appearance on the Super NES. You'll play Dirk, who's been entrusted with the task of rescuing the hapless Daphne and you'll come across the old faves like Giddy Goon and the Muddy Men. What's more, it looks like it's going to be even better in its SNES incarnation. Smaaart!

NES CHART

1. **RESCUE RANGERS** Nintendo
2. **SUPER MARIO BROS 3** Nintendo
3. **WWF** Acclaim
4. **TERMINATOR 2** Acclaim
5. **KICK OFF** Anco
6. **STAR WARS** Lucasfilm
7. **SUPER MARIO BROS** Nintendo
8. **DONKEY KONG** Classics Nintendo
9. **TEENAGE MUTANT NINJA TURTLES** Konami
10. **SIMPSONS ESCAPE** Acclaim

ZOOL
THE NINJA OF THE NTH DIMENSION

Available from Gremlin in July on ST and Amiga, £tba.

Having had our fill of deadly ninjas, it's refreshing to see a ninja who looks like he wouldn't say boo to a goose. Zool is that ninja – a cute little thing who unfortunately isn't entirely all sweetness and light. He can run, shoot, spin, climb, kick, punch, and has a natty line in designer smart bombs. Your task is to guide him through seven platformy worlds, each containing three levels with numerous puzzles to complete.

There's the sweet world which, despite being yeuchily cute, has heinous bonbons which must be avoided – chocolate spikes, liquorice pokers, jelly blobs and exploding cherry drops. Evil musical instruments such as flying drumsticks, speeding symbols and chiding cellos are ready to wreak havoc in the music world, and slippy oil patches, abominable hammers and shocking spanners abound in the tool world. In addition there'll be a fruit world, complete with exploding radishes and flying pea pods, a shoot 'em up world, a fun fair world and a toy world. With nightmare guardians to smack abart, you'll have no time to zool around.



RODLAND

Available from Sales Curve by Xmas on NES and Game Boy, £tba.

If you like poncey games, you'll be dying for this little former ST and Amiga number to come out on NES and Game Boy, 'cos you can't get much cuter than two sycophantic fairies called Tam and Rit who spend their whole time nambying around in an attempt to rescue their mum. Pah! Not only that but the baddies are so hard that they cry when you so much as look at them.

However, the good news is the game's being tweaked to make it more challenging than the computer versions. So if you fancy romping around sicko levels of cutesy fun, look out for this baby – coming soon to an NES or Game Boy near you.



Preview

SUPER HUNCHBACK

Available from Ocean in December on the Game Boy, £tba.

If you're the sort of person who loves rolling your eyes and shouting "Ver bells, ver bells" like a real mong, there's a pretty good chance you'll like this forthcoming Game Boy offering. *Super Hunchbach* is evidently a right-on game – for a hideously deformed character is the hero. The plot hinges on the fact that the beautiful Esmeralda has been kidnapped by the odious Halfenpunder and nobody is willing to rescue her from the perilous bell tower where she's been imprisoned. Nobody, that is, apart from you – after all, what have you got to lose? You're the ugliest person in the world and it's probably your only opportunity to come within spitting distance of a gel. There'll also be spooky forests, dank dungeons, spike-filled moats and belligerent bells to negotiate on your treacherous journey. Let's hope that when you finally meet Esme she doesn't die of fright.



Do you know, I've got a hunch this is going to be a pretty fruity little number.

links 386 pro

The good news is that the sequel to the rather fab *Links – Links 386 Pro*, is shaping up nicely. The bad news is that unless you've got a smart state-of-the-art 386 or 486 PC, you're buggered really. The game's been written using sophist 32-bit code (most programs still use 16-bit code) and it'll also have Super VGA graphics. We had a sneaky peek at the new *Links* and the graphics look excellent – it's almost like watching a film. (*A golf film, you mean. Ed.*) But best of all, there are now women golfers in the game – so there's no need to put up with the likes of the Tony Jacklins and Seve Ballesteroses of this world – plump for the Nancy Lopez's instead. *(Hear, hear. Dep. Ed.)*



Available from Access Software /US Gold in late July, price £tba.



ESTEE CHART

1. **GRAND PRIX** MicroProse
2. **WHIRLWIND SNOOKER** Virgin
3. **MONKEY ISLAND** Lucasfilm/US Gold
4. **ROBOCOP 3** Ocean
5. **ANOTHER WORLD** Delphine/US Gold
6. **LEGEND** Mindscape
7. **RETURN TO EUROPE** Anco
8. **POWERMONGER WW1** Bullfrog/EA
9. **HARLEQUIN** Gremlin
10. **THEIR FINEST HOUR** Lucasfilm/US Gold

PEECEE CHART

1. **DUNE** Virgin
2. **F16 FALCON 3.0** Spectrum Holobyte/Microprose
3. **STAR TREK** Interplay/Electronic Arts
4. **LEMMINGS** Psygnosis
5. **MONKEY ISLAND 2** Lucasfilm/US Gold
6. **A320 AIRBUS** Thalion
7. **ULTIMA VII** Origin/Mindscape
8. **CHESSMASTER 3000** Software Toolworks/Mindscape
9. **SIM ANT** Maxis/Ocean
10. **ULTIMA UNDERWORLD** Origin/Mindscape

THE COOL CROC TWINS

Out now on ST, Amiga and PC from Entertainment International, £25.99.

Any normal person, when asked to name the coolest animal on this planet, probably wouldn't automatically opt for a crocodile. After all you can't really imagine these lumbering creatures skateboarding, let alone pogo dancing to the Sex Pistols. Well, for the Croc Twins, Punk and Funk, coolness apparently is a way of life. And despite their huge beer guts and undersized todgers, lil'ol Daisy Crocette, never one to shun bigamy, has gorn and fallen in love with both of them.

Now comes the crux for fraternal love as Punk and Funk set out separately to see who can come a cropper with Crocette first (try saying that after 10 pints). They'll cross 60 perilous worlds over 10 levels, travelling through icy lands, dank jungles and deadly cities, fighting off any enemies that stand in their way. And at the end of the day will they both find that Crocette has copped off with someone else? *(Girls, eh? That would be typical. Ed.)*





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SWAGBAG



SwagBag? Ooh, you cheeky little bleeder! Now what was I going to say? Oh, yes... this is the bit dedicated to all you lovely readers. There's The Hard Stuff for your hardware and Soft Sell for your software. Write On's for people who want to get in touch with fellow gamesplayers, and Gimme Some's for kids who want something or another. Fanzines speak for themselves, while What's Happenin'? caters for people who want to announce things. Finally, there's Sad Bastards for all you lonely hearts and Virtual Stupidity for the terminally daft. So what are you waiting for? It's free – just send in the coupon! Now bugger off!

THE HARD STUFF

Atari Lynx 2 with one game plus adaptor – £105 ono, or will swop for Game Gear with one game. Please phone Dino on (081) 398 3587.

Atari STE for sale, £180, plus Aiwa amplifier, £140 (brand new unwanted birthday present, worth £180) or just £300 for both. Phone James on (071) 7032624 after 4pm.

Sega Game Gear with AC adaptor and two games for £95, or swop for Sega Mega Drive with one game. Phone Jonathon on (08675) 3500.

Modem for sale. US Robotics V42 HST Courier, transmit and receive at 19200 cps. Boxed, leads, software. Phone (071) 4733200 after 5pm.

Nintendo Gameboy for sale, five games, good titles, plus Caseboy. Still boxed, only five months old, worth £200, sell for £140. Great bargain. Tel (0985) 215652.

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Mega Drive with two controllers and 13 games – £300 ono, or swap for Amiga. Tel (0706) 355854 (Manchester). Must collect.

Amiga mouse button replacement microswitches. Resurrect your dead mouse buttons – £5.50 for two. Amiga 7/14 MHz 68000 accelerator (like Adspeed), makes slow games fly, £47.50. S Barr, 16 Ogilvie Road, Stirling FK8 2HJ.

Atari Lynx 2 for sale with 5 games, mains lead, case, brand new, only £130. Also Atari ST software wanted, good prices. Ring Dan on (091) 2210697 after 6pm. Many thanks.

Amiga A500, 1Meg expansion with clock and joysticks (four) mouse, games, demo disks, £250 ono. (Less than one year old). Contact S Almond, 6 Firecrest Close, Worsley, Manchester M28 4UA.

Pristine condition Game Gear (boxed), *Monaco GP*, *G-Loc* and battery charger. RRP: £180, for you only £110 ono. Phone (0273) 509330, ask for Paul. You know you want it!

Atari ST 1040FM with 140 games, icluding *Lemmings*, *Robocop 2*, and *Monkey Island*, price £275 ono. Tel: (031) 6682883 after 3pm, ask for Chris.

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Nintendo Gameboy for sale + headphones, link-up cable. Good condition, 14 games including *Gremlins 2, Batman, SML, Duck Tales, Fortress Of Fear* and *R-Type*, £220 ono. Phone (0703) 555447.

Amiga Fatter Agnes chip (ECS), £45. Amiga cheat disk 6 (two disks), £4. Half Meg upgrade, £20. (Software also.) Send cheque/ SAE to: Julian Smith, 45 Maplecroft Crescent, Sheffield, tel: (0742) 483542.

Amiga TV modulator for sale. Never used, Includes long aerial lead and audio cable, £10 ono. Phone (0742) 402395 anytime.

Poverty forces sale of Amiga A500, 10845 colour video monitor, Megastar joystick. All excellent condition, over 30 original games. Worth well over £800, will sell for £450. Phone (0455) 557864.

Mega Drive for sale, 5 months old with *Strider, Super Monaco, Populous, Shinobi*, two joypads, all boxed, worth £450, sell for £250 ono. Phone (0506) 854397 after 1pm.

Nintendo NES System (runs on US, UK games), plus over 100 great games and two joypads – all for only £190. Phone (0702) 354264 anytime.

Star LC10C colour printer for sale, ribbons included. Bought for £240, bargain at £80 ono. Compatible with PC, ST, Amiga. Tel (0563) 24662 and ask for Iain.

Atari 520 STFM Discovery Pack, still boxed: mouse, disk box, double-sided drive, 52 demos and games, perfect condition. All this worth £450 – sell for £250. Ring (051) 2285794 after 3.30.

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Atari Lynx, *Warbirds*, Pouch, Comlynx. As new, all boxed, still under guarantee. Consider swop for Master System 2 and *Sonic* or will sell for £90. Phone Sean on (0277) 374103.

Atari 520 STFM with joystick, mouse, mat, cover, over £200 worth of games and over £20 worth of magazines for £310 ono. Phone Spencer after 5.30pm on (081) 644 5496.

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Atari 520 STFM – boxed , manual, leads, joystick, mouse, £500+ of software. All *Kick Off 2* disks and other top games, £225 ono. Tel (0206) 867162.

Atari 520 STFM DS disk drive with 50 games, inc: *Indy Jones, Robocop* etc, printer, mouse and loads of mags, All for £300 or swap for Mega Drive and games, Phone (0538) 702097.

Amiga for sale – 1Meg, Epson LQ400 printer, two joysticks, box of printer paper, over £600 worth of software including DTP. Worth over £1,400 sell for £550 ovno. Tel Simon: (081) 4284388 (Watford).

Commodore 64 for sale. Good condition, 32 games worth around £300, includes manual, etc. Sell for £150. Ring (0232) 790411 or write to 9 Beechill Ave, Belfast, N Ireland BT8 4NS.

Atari ST1040 with mouse, joystick and £200 worth of games. Total value £650, will sell for £400 ono. Phone Stuart (0582) 767330 after 4.00pm.

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Amiga 500 with A590 hard drive (two Meg RAM), £230 worth of software. Worth £930, sell for £500. Tel: (0494) 763 662.

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Swop your Amiga software for fresh titles. For details send an SAE to Andy, c/o Amiga Exchange, 42 Limoges Court, Alsale Park, Duston, Northamton NN5 6YQ.

Amiga public domain software required to start PD library. Anything considered, send disks to: Vincent Timbrel, 29 Ashmore Ave, Hamworthy, Poole, Dorset BH15 4DF, or phone (0202) 675 482.

I must be crazy! Top games – all originals – for under £8. *Midnight Resistance* £4, *Golden Axe* £4, *Murder* £6, *Shadow Warriors* £6 and many more! Phone Paul on (081) 807 0582.

Atari ST games for sale, including top titles like *Another World* and *Lemmings*. Call now and ask for list on (0442) 63800 ask for Kirk (after 4.30pm).

USA Amiga user looking for contacts worldwide. Send lists and disks for guaranteed reply to: Jamie Edrich, 190-06 A 69th Av, Fresh Meadows, New York, 11365, U.S.A.

Amiga games – If you're interested in swopping the latest original games, you've found the promised land! Write to Alex Genet, 40 Baw Arrow Lane, Dartford, Kent DAZ 6PA.

Swop *Titanic Blinky, Altered Beast, Kamikaze*. Send list of games to: 305 Dill Hall Lane, Accrington, Lancs BB5 4DQ. Tel (0254) 396801 after 4.00pm (weekdays only).

ST games for sale! hundreds of titles at very low prices. For more information, send an SAE to: Atony Gayter, 7 Culliford Crescent, Canford Heath, Poole, Dorset BH17 9DY.

Over 500 games for sale – nothing over 6 months old. Also *Lemmings* and *Armour Geddon* for sale, only 3 weeks old! You'd better phone now on (0992) 442071 (6pm–11pm).

Swop *Blues Brothers* or *Toki* for my *Alien Breed*. Phone (0496) 2286 If interested.

Amiga contacts wanted to swop latest games. Write to: Marius Gronyold, Fossvn.7, 1405 Langhos, Norway. Letters answered, but disks get priority. Hot stuff only!

Will swop *Super Huey, Cadaver, Double Dragon 2* or *Dynamite Dux* for *Sim City, Gods, Kick Off 2* or *Captive*. Write to: 31 Radnor Rd, Harrow, Middx, HA1 1SA, or tel (081) 427 4903.

Wanted – your PC Altered Beast for any of my two games. Tel (0268) 413145, ask for Mike. Hurry!

Cheat Disk 2 now out for the Amiga. Packed with cheats, solutions, tips – a 'must buy' at £4. J Allen, Marybella, 2B Wexford Rd, Oxten, Birkenhead, Merseyside L43 9TD now!

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Gameboy games to swap, inc *Turtles 2, R-Type, Duck Tales, WWF*, swop for new games. Contact Richard Ruane, 229 Signal Squadron, BFPO 45. Write with your names, send no games.

Fast sale. ST version of *Narc* in good condition for £10 ono. First come, first served. Contact Andrew Edlington on (0952) 240786.

Swop or sell many new and old ST games. Send list or SAE to: Babak Ghazi, 3 Lansdown, Chalton Drive, Putney, London SW15 2BY.

I have five boxed games to swop: *Shoot 'Em Up Construction Kit, Crackdown, Skyfighter, FOFT* and *Leatherneck*. Swop for any latest title, preferably *PGA Golf*. Phone (081) 200 8553.

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WRITE ON

Amiga penpals wanted to swop games, tips, utilities etc. I have a large selection of software. All letters replied. Send letters, disks to: Jayne Thorpe, 29 The Chase, Leverington Road, Wisbech, Cambs PE13 1RX.

ST penpals wanted to swop games – send your lists to Austin King, 22 Barrowmount Drive, Goresbridge, Co Kilkenny, Ireland. I've got all the latest hot games anyone could want.

Got an ST? Are you bored with the same old games? Why not write to me. I'm Dan Woodcock, 23A Kings Drive, Birstall, Batley, W Yorks WF1 9JJ, 100% reply.

Amiga contacts wanted (male or female) to swop games, cheats, hints etc. Will reply to everyone – lists to: Kevin Sambor, 16 Rudgate Whiton, Liverpool L35 3JE.

Amiga contacts wanted worldwide. Send disks, letters, etc to: Steve, 26 Reeve Rd, Holyport, Maidenhead, Berks SL6 2LS. Modem wanted 9600-14400, good price paid.

Amiga contacts wanted – 100% reply. Send disks, lists or an SAE for my disks to: David Ellis, 31 Zulu Rd, Newbasford, Notts NG7 7DS.

WHAT'S HAPPENIN'

Football PBM – if you're interested in participating or if you want to run your own league, write to Dave, 25 Eyhurst Ave, Elm Park, Hornchurch, Essex.

Any Amiga users interested in the Deluxe Cheats Disk Users group? For £4, you get a great disk packed with cheats! Steven Frew, 96 Campden Green, Solihull, W Mids B92 8HG, or tel: (021) 7439468.

Happy Birthday to Lorraine McCandless, who will be 16 on May 16th, 1992. Lots of love from Bogie.

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Wanted: cheap second hand blank disks for the Atari ST. If you have any, please contact Gary Milne, 2 Ardeer Place, Fraserburgh, Aberdeenshire, Scotland AB43 5SW.

SAD BASTARDS

Hello Sharon, I'd love to hear from you again, love David. (*Name and address supplied, but illegible.*)

Yo!! I'm looking for a 15-16 year old girl. Write to Dan The Man at 116 Broad Lane, Hampton, Middx SOON. Remember – I'm around 16 and très hunky.

VIRTUAL STUPIDITY

Biff! If Bamber Bridge actually make it to Wembley, I'll show my arse to the world. From Kev.

We regret to announce the deaths of the ZERO crew due to exploding pandas. Serves them right for not giving me the job. Richard B.

Tough shit – I got it, and I'm keeping the whales. Martin.

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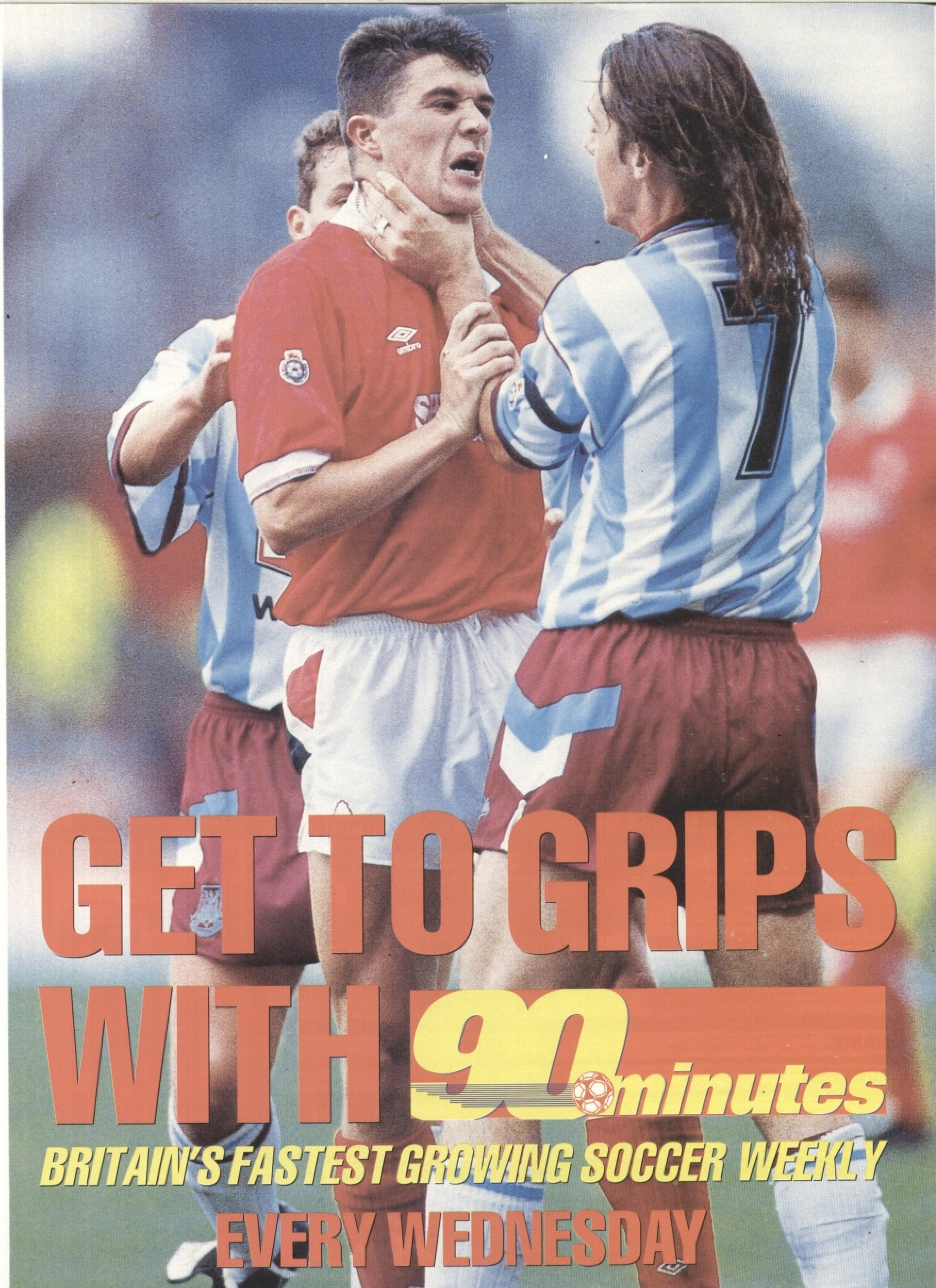
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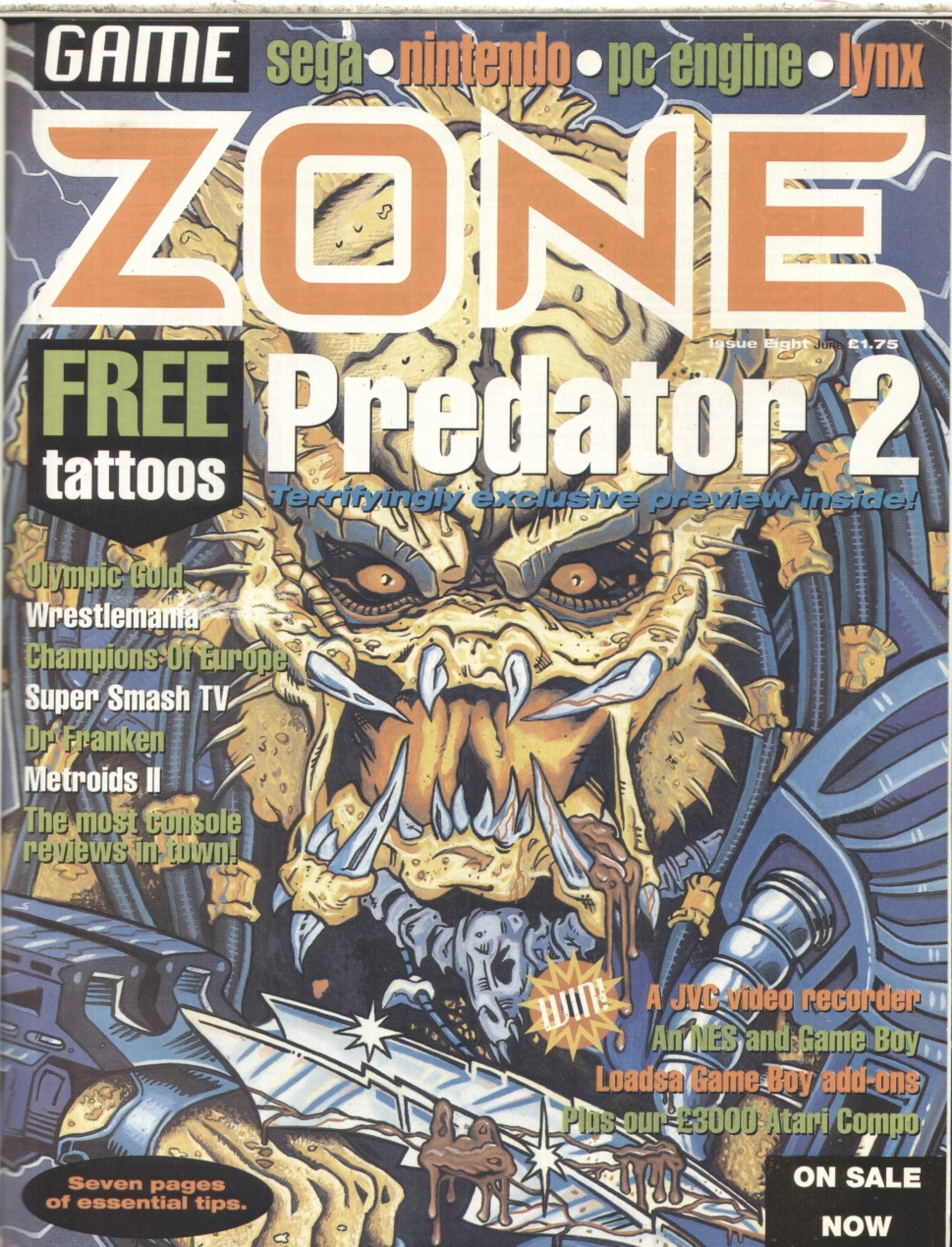
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1 What is the keep-sake that Hacksaw Jim Duggan carries as a mascot?
a) His lucky bible.
b) His first teddy bear.
c) A plank of wood.

2 Which one of the following duos is not a WWF tag wrestling team?
a) Legion of Doom – Hawk and Animal.
b) Legion of Incredibly Boring Show Stars – Frank Muir and Arthur Marshall.
c) Natural Disasters – Earthquake and Typhoon.

3 Which of the following is not an authentic wrestling hold?
a) Half-Nelson.
b) Million Dollar Dream.
c) Dutch Oven.

4 Pugilist Jake Roberts goes under what nickname?
a) The Snake.
b) The Fluffy Little Dormouse.
c) The Dairy Friesian.

RULES

- Under 18's must be accompanied by an adult. So if you are under 18 and you get lucky, you'll have to give your second ticket to a guardian.
- Employees of Dennis Publishing or Acclaim caught entering the compo will find themselves on the receiving end of a nasty Chinese Burn from Ultimate Editor, David Wilson.
- All entries must arrive by the end of July.
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